Fallout THE ROLEPLAYING GAME

PACK YOUR **GEAR** AND EXPLORE THE **WASTELAND!**

WANDERER'S GUIDE BOOK

GUIDE. BOOK 2

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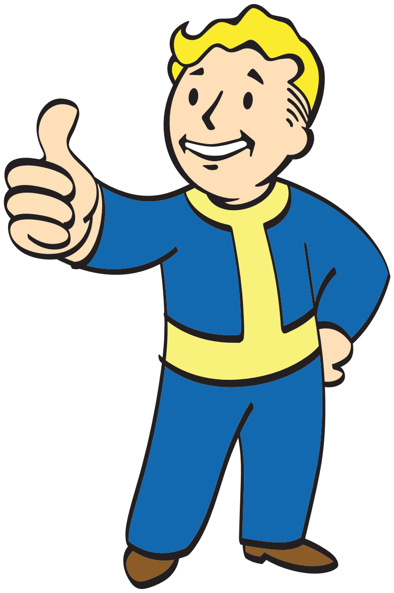


JOE'S

Nuka Cola
RENO
STAR

★ *Introduction* ★

WANDERING IN THE WASTELAND

A RADIOACTIVE LANDSCAPE WHERE LIFE IS A STRUGGLE 4

Introduction

WANDERING IN THE WASTELAND

A RADIOACTIVE LANDSCAPE WHERE LIFE IS A STRUGGLE

In a matter of hours, the planet was forever changed as the nuclear warheads descended. Life was altered for centuries to come. Once the bombs stopped falling, the surface of the Earth was very different, far from its former lush greens and blues. Cities were devastated and ruined, most flora and fauna went extinct within an instant, desolate radiation-stricken deserts threatened what little life remained—a wasteland awaited the survivors of humanity. Some survivors tried to rebuild and gather whatever resources they found in the wastes. Many others took to the open, smoldering horizon to make a life for themselves. These irradiated landscapes proved both dangerous and wondrous to those trekking through the unknown. Many turned to scavenging for lost treasures or resources from the devastated remnants of civilization, and some would get lucky and find surplus storage from the pre-War era.

As the years passed, some survivors banded together to form gangs, militias, or conclaves to protect each other from the mutated wildlife and the remnants of humanity. The threat of radiation remained a serious concern for most survivors. With such limited resources, theft and banditry became commonplace in this new world. Those who didn't affiliate themselves with factions or settlements often tried to live off the land due to circumstance or personal choice, such as criminals exiled from Diamond City, who inevitably founded the settlement of Goodneighbor. Elsewhere in the Commonwealth, wastelanders and salvagers live near the old junkyards of northern Boston—a treasure trove for any prospective entrepreneur hoping to trade for weapons, gear, food, or other essentials. In the Capital Wasteland, many wastelanders have adopted a nomadic lifestyle as they try not to get eaten by the abundantly hostile wildlife or roaming raider gangs.

In the Mojave Wasteland, many wastelanders struggled to survive due to scarce resources, and the area was largely overlooked by most factions for many decades, which allowed raiders and super mutants to prosper. On their way to Appalachia, the Brotherhood of Steel briefly explored the Mojave Wasteland, leaving wild tales of otherworldly treasures and lost cities in the desert. Since the surrounding areas around the Mojave were only lightly impacted by the warheads, rebuilding society was far less challenging than other regions across the former United States. Many locals became small-time traders and merchants along the New Vegas Valley. Other places, such as New Reno, remained largely unscathed from the war and quickly propped itself back as a capital of sin, inviting tourists from across the wastes to partake in gambling and other illicit pleasures.

Heavily bombed locations, such as the city of Washington, were strategic targets that inevitably succumbed to heavy nuclear artillery. The intense thermal radiation from the multiple waves of bombardments made many central locations inhospitable and deadly for the unprotected. The remaining military and civilian authorities failed to uphold any semblance of order in the aftermath, and the power vacuum caused the area to become engulfed in chaos. The survivors took shelter in whatever structure or metro was available throughout the region; most did not survive due to the lack of resources or perished by raider gangs. Once the settlement of Megaton was established, traders from across the Capital

Wasteland came for its stable water source, location, and sizeable population to act on its defense. Despite a Brotherhood chapter stationed in the region, raiders are still prevalent and abundant. Wastelanders outside of the protection of Megaton or the Brotherhood continue to find life a constant struggle.

WHAT THIS BOOK CONTAINS

Journeying through the devastated landscape of an older world, many wanderers from all walks of life travel from settlement to settlement to survive, thrive, and sometimes get by. For many wanderers, they are outsiders when entering a settlement. Without the security and comforts of a community or settlement, travelers must be resourceful to survive in the barren and hot deserts where lush ecosystems once flourished. While trading helps acquire difficult-to-find resources, a wastelander out in the wild has to make do with what's available. For some… they thrive and can live within their means while traveling across a nightmarish landscape.

The wasteland is full of hidden resources, treasures, gear, and danger. When scavenging or exploring, it's imperative to be prepared. The right gear or foreknowledge can be the difference between life and death. A classic level-action rifle is enough to stop most threats. An anti-material rifle or a Tesla cannon might do the job when it's not enough. New training or skills are always an option, especially if scavenging for weapons and gear is limited. Exploring the Wasteland shouldn't have to be a trepidatious experience. Always be prepared for anything.

This supplement expands on exploring and scavenging the wasteland, provides new tools and gear, and offers a myriad of dangerous foes and creatures. Inside, you'll find pre-built scavenging locations that can be adapted for any of your *Fallout* quests, new perks and equipment, and expanded rules for creating legendary equipment and creatures.

CHAPTER ONE: WANDERER ORIGINS

This chapter provides a series of new character options for your players, ranging from the Commonwealth, the Captial Wasteland, and the New California Republic. It includes a curiously complex Assaultron from the Great War, Tribal wastelanders, a justice-dispensing Brotherhood Outcast, and cunning Nightkin.

All the origins are compatible with the core rules and feature equipment packs to choose from based on the details of their background.

CHAPTER TWO: SCAVENGING

Expanding on the scavenging rules from the core rules and ***Fallout: The Roleplaying Game Gamemaster's Toolkit***, this chapter presents a quick method of introducing scavenging locations with pre-built locales and tables. Each location briefly describes what players might find, possible obstacles and threats, and predetermined loot tables. The locations also serve as a framework you can alter and adapt for exploring the Wasteland!

When searching for resources, wastelanders sometimes have to rely on a bit of luck and persistence before finding top-notch loot. Food, weapons, or raw materials can be extremely handy when bartering between settlements or stalling a threatening band of raiders. But most importantly, everyone needs something, and you might be the person to find it.

CHAPTER THREE: NEW PERKS

This chapter features a plethora of new perks and options that are compatible with the core rules. Like those featured in the ***Fallout: The Roleplaying Game Core Rulebook***, many perks feature one or more requirements but pack quite the impactful punch, and some perks also possess multiple ranks to be selected.

CHAPTER FOUR: EQUIPMENT

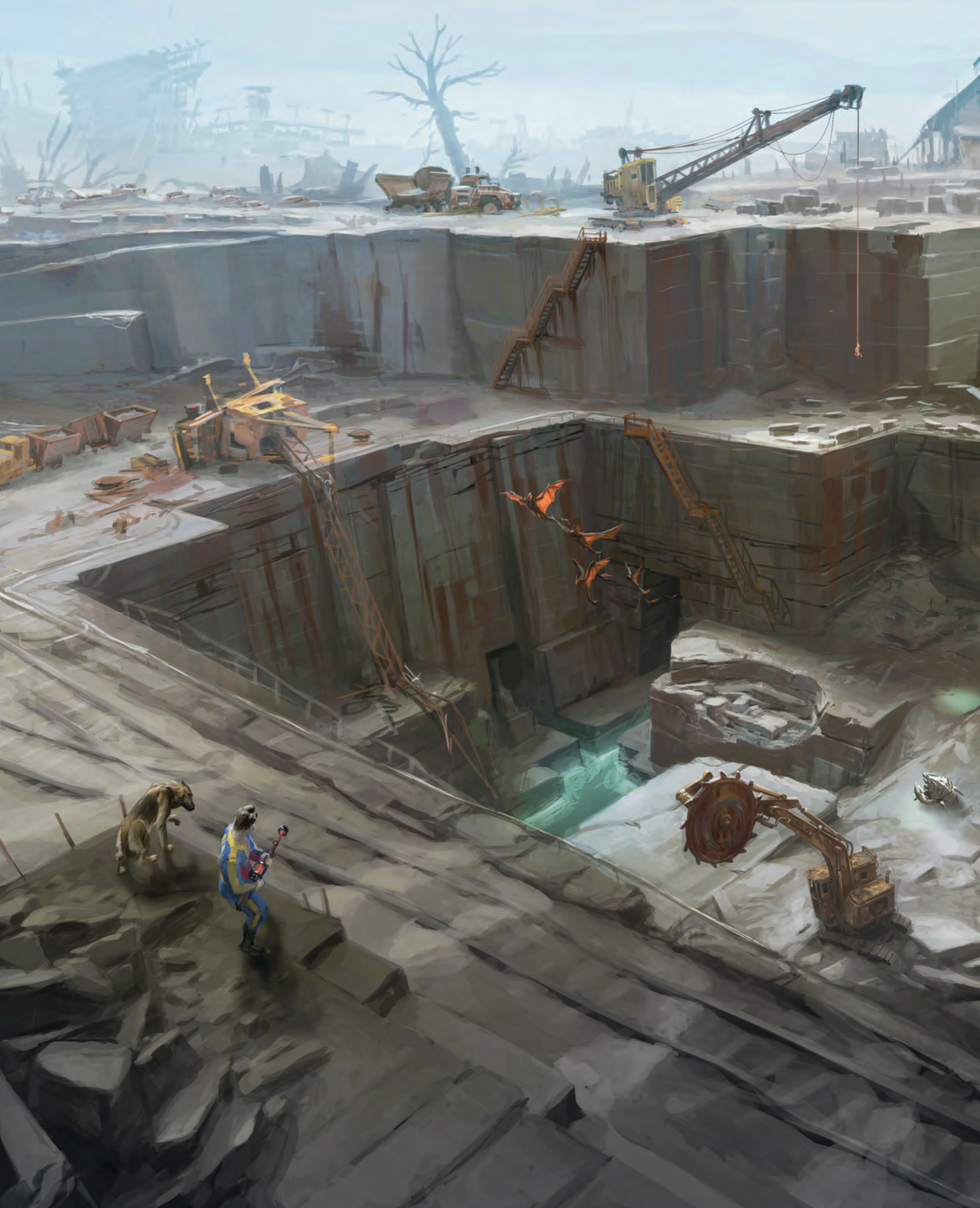
Exploring and surviving the wastes requires having the right gear. This chapter expands the equipment section of the core rules, featuring new damage effects and qualities, and new equipment that can be utilized by the new character origins from Chapter One. The chapter also introduces rules for creating legendary items, ever wanted a Kneecapper Shotgun or an Exterminator's Combat Armor?

Ever want to fly a Vertibird? Well, take to the skies! This chapter also features new rules for operating vehicles and attacking with them. It also includes several stat blocks for common and memorable vehicles. Roam the Wasteland in style, with everything from motorcycles to armored trucks.

CHAPTER FIVE: BESTIARY

This chapter features new legendary abilities and quick modifications for creating legendary creatures and major characters. The new legendary abilities provide a static effect that is always active, but once they are reduced to half their maximum health points for the first time, it mutates and gains a new effect for the remainder of the scene. Whether adapting something from an existing stat block or creating an NPC from scratch, players can experience a mutating enemy as combat continues. A rage healing deathclaw sounds terrifying, or what about a stalker ghoul that strikes from the shadows?

The chapter also includes new stat blocks, from the cazadores in the Mojave Wasteland to cryptids like the mothman. But deadly creatures aren't the only things that roam the wastelands. There are dangerous factions and individuals with nefarious intentions. Square off against the Master and his super mutant broods, unravel the conspiracies of the Enclave, or protect the New California Republic from Caesar's Legion. Across your travels, you may even stumble upon other raider gangs, such as the Forged or the Trappers.



★ Chapter One ★

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Chapter 1

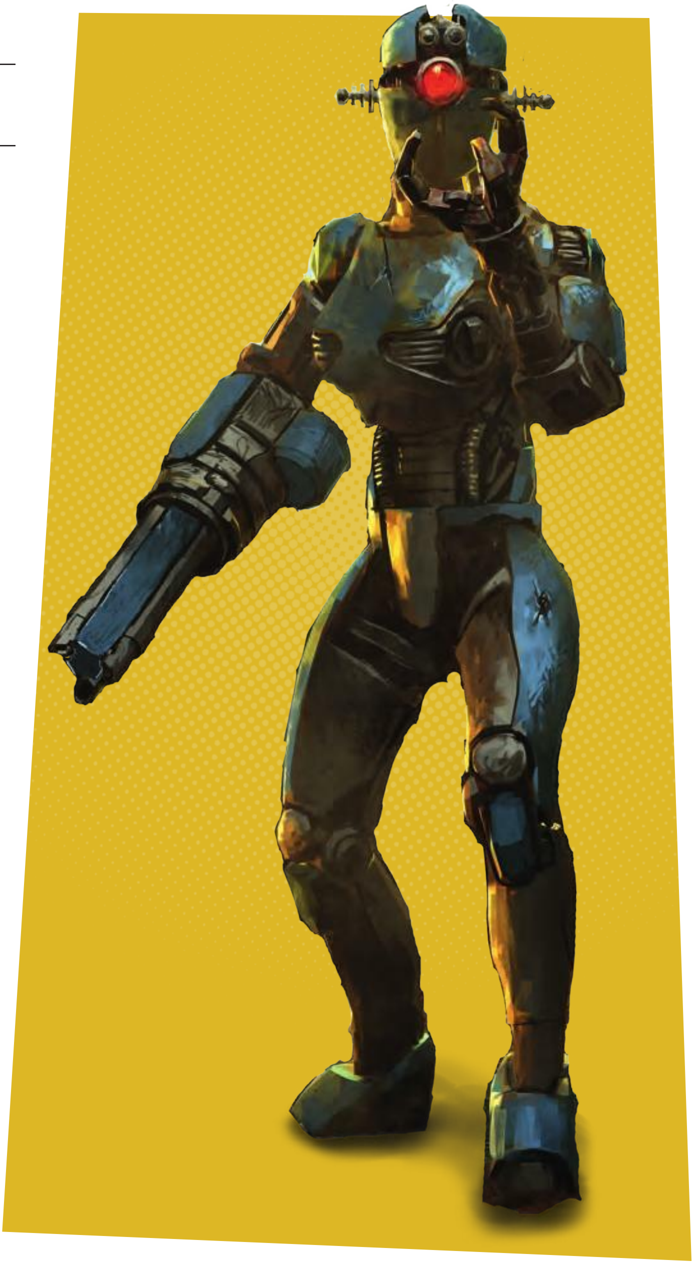
WANDERER CHARACTERS

ORIGINS

When you **choose an origin** while creating your character (***Fallout: The Roleplaying Game Core Rulebook***, *p.51*), you can select an origin from the following options in addition to those offered in the core rules. Your origin describes your character's background—their birth, upbringing, community, and way of life. Each origin defines limits on your character's S.P.E.C.I.A.L. attributes, skills, and gives them a unique bonus to surviving in the Wasteland.

ASSAULTRON

Developed by RobCo Industries, the Assaultron is a top-of-the-line piece of military hardware. Built for grueling close combat at the height of the Sino-American War, the Assaultron is fast, durable and, above all, deadly. Armor-plated, actuated limbs end in vicious claws, which can be upgraded to any number of other tools to sow death or destruction. The Assaultron's cranial unit houses a laser so potent that the sounds of its charging haunts the nightmares of those lucky enough to survive an encounter with it, for years to come. Put simply, few human creations have ever been so competent at the business of murder as the Assaultron.



Since the ‘end’ of the war and the dawn of Wasteland life, Assaultrons that survived the ravages of time find themselves uniquely equipped to thrive amidst the chaos. Roaming Assaultrons acting out centuries-old code can be found across the Wasteland, putting down anyone who threatens them or interrupts whatever tasks they find themselves eternally repeating, with extreme prejudice. Deactivated or damaged units are treated as premium salvage among those with the know-how to reprogram them into bodyguards, bouncers, or whatever else comes to mind. Whatever their role, most people will think twice, or even thrice, about starting a scrap with someone backed up by an Assaultron.

However, even clinically efficient killing machines can change. As a result of rogue programming, bugged code degraded over decades, and even prototype personality matrices, rare Assaultrons have developed something resembling sentience. They have grown to possess a facsimile of a personality, or even an ego, changing these machines of warfare into complex thinking beings. Some of these Assaultrons have come to revel in their origins, while others resent or even oppose them.

Trait: Designed for the Frontline

You are a robot, immune to disease, Radiation damage and Poison damage, but are unable to use chems or benefit from food, drink, or rest. You cannot recover from your injuries or regain health points without receiving repairs (see ***Fallout: The Roleplaying Game Core Rulebook****, Healing Robots, p.34*). Your carry weight is 150 lbs., and cannot be increased by your Strength or perks, but it can be increased by modified armor. You move by bipedal motion and can manipulate your environment using your actuated three-fingered claw-like hands.

You have chain-powered limbs, built for speed and deadly efficiency in close-quarters fighting, giving you +1 🎲 to unarmed attacks in addition to any bonus 🎲 on melee attacks you receive from your Strength attribute. A powerful laser is integrated into your armored head, allowing you to target foes at range with a powerful energy weapon and you have the ability to critically overload your fusion core, initiating a devasting self-destructive explosion (see *Assaultron Weapons*).

Assaultron Weapons

WEAPON	EFFECT
Claws	You make unarmed attacks with a pair of apposable chain-powered claws. The claws inflict 4 🎲 Physical damage and can benefit from your melee damage-derived statistic and perks for unarmed attacks (the damage bonus from your trait has already been calculated).
Assaultron Head Laser	You charge up the high-yield laser emitter in your head, dealing 5 🎲 Piercing 1 Energy damage, consuming 2 shots of fusion cell ammunition. You may reduce the number of shots consumed, reducing the damage by -1 🎲 for each shot consumed fewer than normal (for a minimum of 4 🎲 and 1 shot consumed). Capacitor mods can increase the damage and shots consumed (see ***Settler's Guide Book****, p.92*).
Self-Destruct	You explode and are destroyed in the process. You cannot be repaired. When you make this attack, you make a ranged attack using **END + Explosives**, dealing 6 🎲 Energy damage, with the Blast effect, at Close range.

BROTHERHOOD OUTCAST

For all their heroic imagery, all their pomp and circumstance, the Brotherhood of Steel are not the good guys. They appear from the sky in Vertibirds, clad in gleaming armor and carrying weapons that send blazes of light whipping across the battlefield to burn evil from the Wasteland—or so they would like you to believe. Whilst the Brotherhood are considered humanitarians in some parts of the Wasteland; in others, they are viewed as technology-hoarding brutes, more concerned with getting their hands on old-world tech and wiping out the local super mutant population than helping anyone who may need it.

Many aspirants stood for the defined mission of discovering and acquiring lost pre-War technology when local leadership veers off course, whatever the reason. These individuals take all the knowledge they gathered, ready to apply it however they see fit. Some even continue the Brotherhood's mission by themselves. Many become something akin to a traveling engineer, using their intricate understanding of old-world technology to help repair old systems or help wherever possible. Others take a more active role, using their new military acumen to defend others with all the might a laser rifle can bring to bear against uncontrollable technologies and those who seek to exploit them.

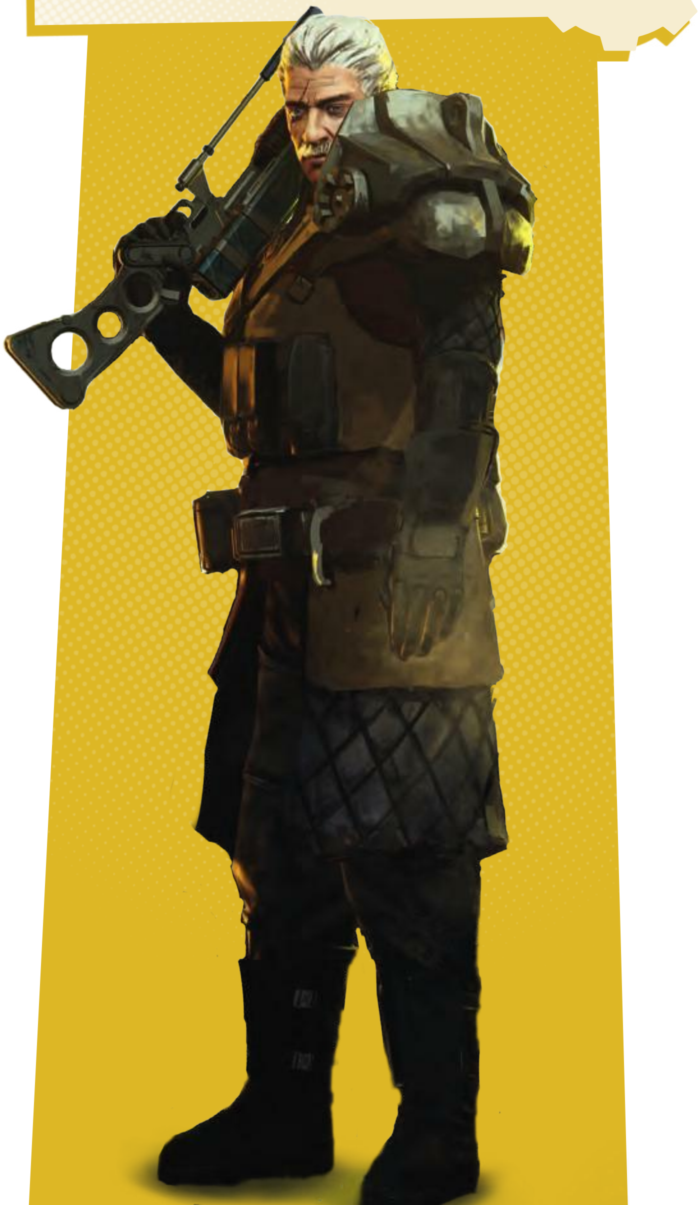
Though most have lost their Power Armor, many Brotherhood Outcasts travel from place to place, offering aid to those in need, dispensing justice where fitting, and possessing knowledge that most wastelanders can only dream of. However, the Brotherhood of Steel is a tight-knit family and rarely approves of the choices made by deserters, which can lead to the Outcasts bringing more poor fortune with them than they intend. It's all too common for an Outcast to settle down, only to hear the sound of Vertibirds approaching overhead.

The Chain that Breaks

You believe your superiors in the Brotherhood lack a vision beyond acquiring pre-War technology and that your strength as a member of this fraternity of military descendants gives you a duty to help others and pursue different goals than the dogma of the Brotherhood leadership dictates.

You gain one additional Tag skill, which must be one of Energy Weapons, Science, or Repair.

You gain an additional 1d20 junk (see ***Fallout: The Roleplaying Game Core Rulebook***, *p.200*) and can spend 1 AP up to 3 times for 1 Uncommon material per AP spent. You can make one additional roll on the loot table without having to spend AP.



CHILD OF ATOM

Radiation is a gift from Atom, your atomic god, and you gladly share that gift with the Commonwealth. As a member of the Church of Atom, your body and mind are blessed by radiation. While many you meet are wary of you and see your blessing as a curse, you know you are chosen. The closer you get to Atom's embrace, the greater you find yourself thriving in the face of the Wasteland's hardships. You understand that radiation is dangerous to those who have yet to embrace its divine truth, and do not look down on them for using RadAway and other treatments; you merely seek to help them achieve enlightenment.

The Children of Atom believe that an entire universe exists within every atomic mass in all of creation. When a mass becomes split, the universe within divides and becomes two. Atom is revered as a benevolent god who uses Division to create new worlds. As such, the Great War is considered a holy and wonderful piece of history by the Children. They worship Atom by worshipping radiation—his Glow—and the newly created universes it represents. The Children make their homes in irradiated regions, building worship centers and settlements. While the Church is not often violent, they consider attempts to stop radiation from spreading blasphemy. They oppose such efforts, though the tactics of each member and sect vary. The Children do not hold strong attachments to their bodies or possessions and can be very generous to others in need. They follow the loose hierarchy of their sect, centered around spiritual leaders known as Mothers or Confessors.

You may have been born into the Church or come from a completely different life before witnessing the atomic truth, traveling from a faraway sect on a holy pilgrimage, or hailing from the Crater of Atom in the Glowing Sea. If you keep your faith, share the Glow with those you meet, and show your dedication to Atom, you may prove your worth and achieve a higher rank within your sect.

Trait: Rad Sponge

Your unusual life experience grants you an extra perk at level one. Additionally, you were given a gift by Atom, unique even amongst other members of the Church. You can resist, store, and even channel radiation through your body. Though Atom has blessed you with his glow, you must be careful. Non-believers may not understand your gift and might be frightened when they witness it.

Your base Radiation damage resistance is 1 and can be increased further by armor and perks. Once per scene, when someone in Close range to you would suffer Radiation damage, you can choose to take it instead. Whenever you suffer Radiation damage (minimum of 0), gain one **Radiation Point** up to a maximum of 5. When you hit with a melee attack, you may spend your stored Radiation Points—for every point you spend, deal an additional 2 Radiation damage applied separately after inflicting the attack's normal damage. When you sleep, you lose 1 Radiation Point.

NIGHTKIN

100 years ago, Nightkin were the epitome of the super mutant species, the peak of the Master's work with Forced Evolutionary Virus (F.E.V.) and his chosen soldiers, answering only to their creator. What elevated them above their kin was their minds. Nightkin retained their intelligence following their 'evolution', holding onto their individuality and past experiences, and the ability to form and maintain complex relationships, all whilst employing the strength and durability common to super mutants. In addition, Nightkin were unusually receptive to their creator's psychic influence, allowing them to not only receive his word across any distance, but breeding a fierce loyalty to the Master in the process.

However, this wouldn't last. After a Vault Dweller killed the Master and devastated his works, the Nightkin were similarly disrupted, scattered, or hunted to extinction. Despite attempts to resettle after the defeat of the Master, the Nightkin found it difficult to find a place to call their own in the Wasteland. As time crept forward, a larger issue began to present itself—one of the greatest tools employed by the Nightkin, the Stealth Boy, had begun to adversely affect them. Through decades of use, the unique radiation emitted by the Stealth Boys had altered them on a molecular level, infusing their skin with a blue hue, and warping their brain chemistry.

The Nightkin are now a tragic shadow of their former selves. Schizophrenia, scopophobia, multiple personality disorders, and more have become commonplace among their species. Most Nightkin have become so reliant on the camouflage of Stealth Boys that the mere idea of being watched fills them with dread, forcing them to violently seek out new stashes of Stealth Boys and disappear again into a shimmering field of security. Nightkin are known to seek community and, either due to a desire for the leadership of their lost Master, or their innate psychic empathy, tend to flock towards strong personalities—finding a sense of familiarity from structure and organization.

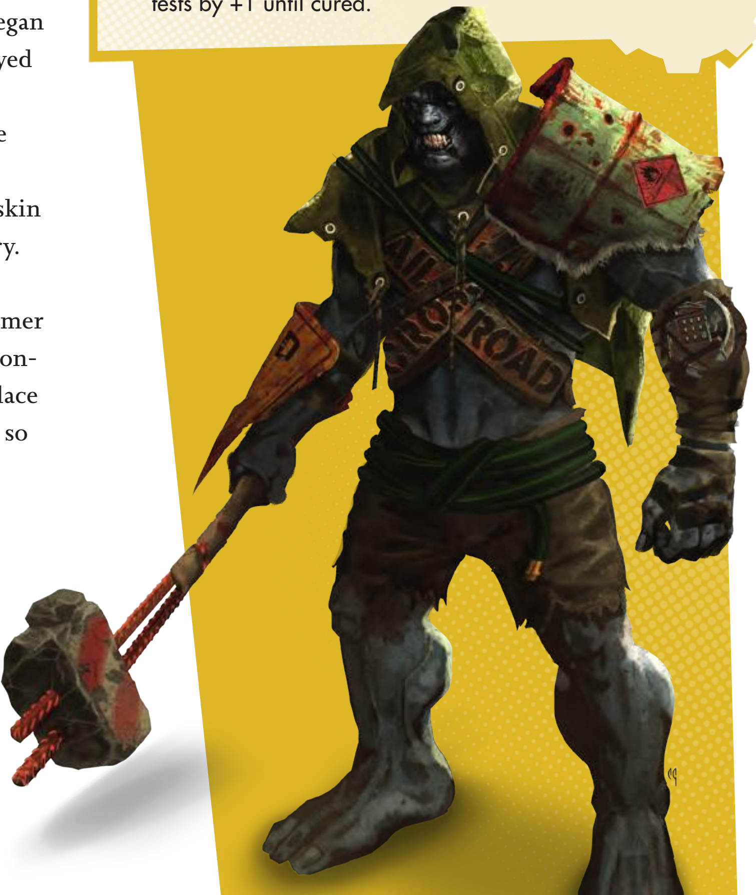
Trait: Stealth Boy Addict

Your initial Strength and Endurance attributes are increased by +2 each, and your maximum Strength and Endurance are increased to 12, but your maximum Intelligence and Charisma are both reduced to 8. You may not have more than 4 ranks in any skill. You are completely immune to Radiation and Poison damage.

You stand over seven feet tall; your body is bulky and muscular, and your skin is blue. You do not seem to age, but you are sterile. You can only wear armor that has been made to fit a super mutant.

You can become easily addicted to Stealth Boys, and its prolonged use has taken a huge toll on your psychology and mental health. Whenever you use a Stealth Boys, you roll 1 for each dose you've taken this session. If you roll any Effects, you gain the following symptoms:

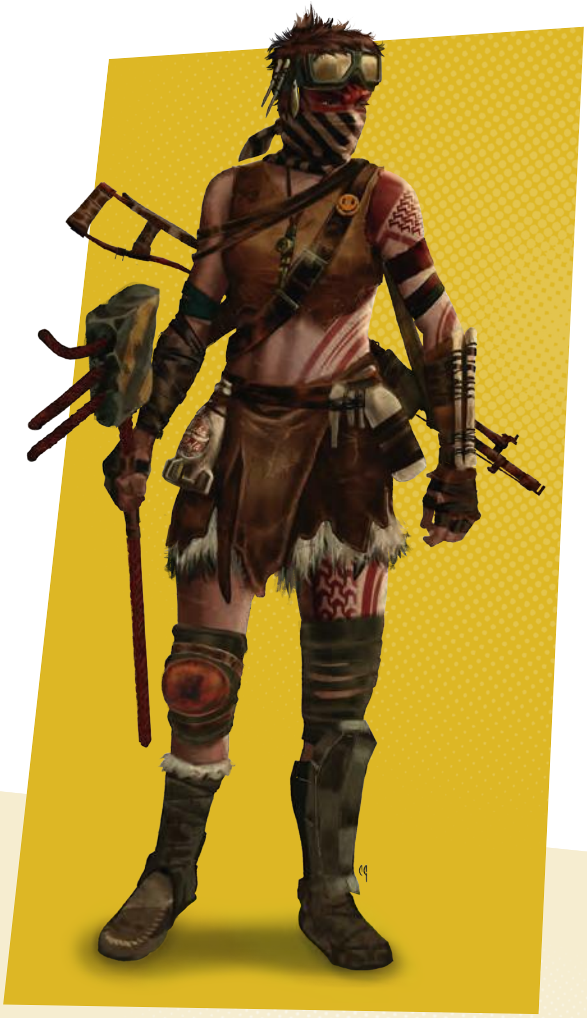
- **Stealth Boy Addiction:** A failed addiction roll renders you addicted to Stealth Boys. You increase the difficulty of Perception and Intelligence tests by +2, and Charisma tests by +1 until cured.



TRIBAL

Inhabiting broad communities, composed of families with no distinct cultural identity, Tribal wastelanders inhabit the wasteland outside some of the more formalized 'states' like the NCR. While the territory they inhabit is larger than other settlements, they have a stronger sense of a community.

Tribal wastelanders may share a more spiritual philosophy with the wider wasteland, including a mythologized explanation of the world as it exists now compared to their more cynical neighbors. Additionally, they hold old technology in superstitious reverence.



Traits

You may choose two of the following traits, two traits from the Survivor origin, or one trait from either this list, the Survivor list, or the New California Republic list, and one additional perk. Each trait has a benefit and may have an accompanying penalty.

TRAIT	BENEFIT	PENALTY
Mother Wasteland	Spend 1 Luck point to gain insight into the quest, situation, or scene as if you'd spent 3 AP to use Obtain Information 3 times. This information is often cryptic and mystical in nature.	Complications make scenes involving pre-War artifacts harder to understand, limiting your use of them.
Nomad	Re-roll 1d20 on Survival tests to travel, set up camp, and forage for food and water. In addition, ignore the first complication rolled when making these tests.	Barter and Speech tests increase their difficulty and complication range by 1 when dealing with inhabitants of a static settlement. Science cannot be a Tag skill.
Rite of Passage	The first time you spend Luck in a scene, roll 1 . If you roll an effect you have not spent that Luck point.	You view everyone who hasn't gone through your rite of passage as lesser. You cannot assist another PC without spending 1 AP first.
Tools of the Old World	You may use Survival instead of Repair or Science to repair or make use of pre-War tech.	The complication range of tests involving pre-War technology (not weapons) is increased by 2.
The Chosen One	The first d20 you purchase is free on tests relating to your tribe's quest, and you can always succeed at a cost.	The GM adds 2 AP to their pool when your quest comes up.

Rites, Rituals, and Mysticism

Many of the traits outlined in the Tribal origin mention different rites and a way of viewing the post-nuclear world in a more mythical way. While the Church of the Children of Atom could well be described as a tribe, their behavior and zealousness strays more into cult—the tribes of survivors found across the Wasteland root their understanding of the world and their place in it in myth and spirituality.

When you choose this origin, and particularly one of its traits, you may want to flesh out with your gamemaster how the tribe views the world and what beliefs they hold as a community. What did your rite of passage entail and what triggered it? Did it include an initiation, coming of age, or some kind of sign? What quest have you been chosen to complete for your tribe and why do they need you to complete it? What happens to your tribe if you don't accomplish your task?

Examples of tribes seen in the wastes include:

- **Boomers:** Descendants of the inhabitants of Vault 34 that believe in the personal liberty to bear arms. Their doctrine leads to them gearing up with the most explosive and high-yield munitions they can find. When they left Vault 34, they established themselves in Nellis Airforce Base in the Mojave Wasteland. Boomers represent a tribal group that has embraced technology. Their disposition to protecting themselves with heavy weaponry has allowed them to prosper in isolation to the rest of the Wasteland.
- **Cult of the Mothman:** The tribal followers of the cryptid "Mothman" in Appalachia have technically existed in various forms even before the Great War as cultists that worship the mythical Mothman that is said to inhabit the forest of Appalachia, West Virginia. Its followers tend to use weapons constructed of bone, wood, or metal scraps, and augment their scrappy clothing with skeletal ornaments. The followers more closely resemble cult-like devotees than a functional society.
- **Treeminders:** The Treeminders occupy a small fertile area of the Capital Wasteland they call Oasis. At its center resides an FEV mutant named Harold, who they worship as a deity. Harold has had a long and varied life, but now has the misfortune of becoming the reluctant deity of the Treeminders following the emergence of a tree that has grown out from his head and now envelopes him, which he calls "Bob" and seems to have a relationship with. The Treeminders have seen how the area around Harold has flourished and become verdant once more, taking it as a sign of Harold's divinity. The Treeminders have come to call Harold "The Great One". They are an isolationist tribe, worried about outsiders exploiting Oasis' rich flora.
- **Vipers:** The Vipers trace their origins from Vault 15, which they left to explore the wastes. After a formative, quasi-religious encounter with a huge pit of viper snakes, their founder, Jonathan Faust, organized them into a tribe of merciless raiders. The tribe has a close mythological bond to the viper snake, preferring poisons and stealth to traditional strength. They employ rites and rituals utilizing venom to summon visions and perform initiations into their warrior caste. They are an aggressive tribe, with a deep religious undertone.

SHOPPING & DINING
FRIENDLY LOCALS
CANOE, FISH & SWIM
HISTORIC HARPERS FERRY
BERKELEY SPRINGS SPA
THERE'S NO PLACE QUITE LIKE
THE MIRE
WEST VIRGINIA
DEPARTMENT OF THE INTERIOR
APPALACHIA DIVISION

CHOOSE EQUIPMENT

ASSAULTRON

Characters who select the Assaultron origin can select one of the following equipment packs:

U.S. MILITARY MODEL

Once equipped for the front lines, you were built for nothing less than rapid close-range engagement. While time has degraded your gear somewhat, your military-grade outfitting has pulled you out of more than one bad fight.

You receive the following equipment:

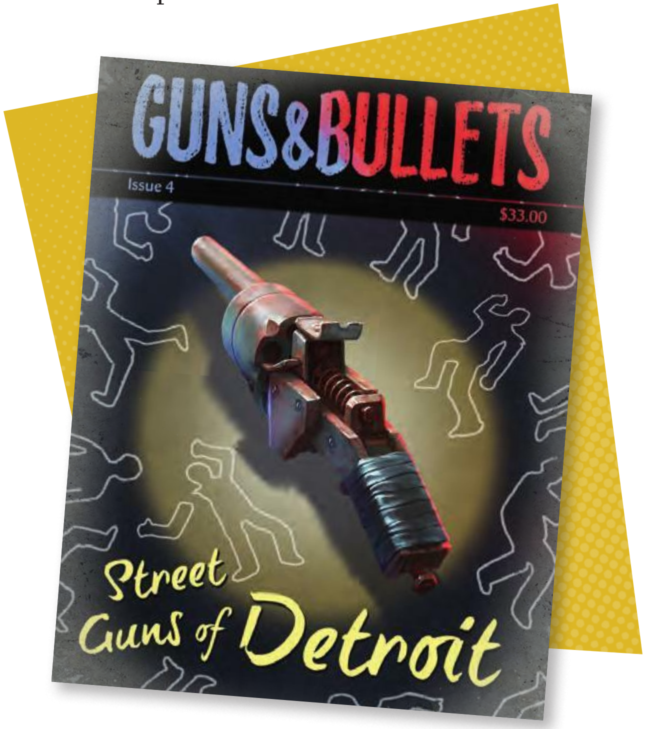
- One Laser Gun attachment integrated into one of your claws
- An Actuated Frame Body, or an Actuated Frame Arm and an Actuated Frame Leg (your choice as to which arm and leg)
- Standard Plating in all hit locations not equipped with an Actuated Frame
- 8 + 7 Fusion Cells
- Recon Sensors
- 15 Caps

ASSAULTRON DEVIL

Rebuilt and repurposed by the Rust Devils, a mechanically minded and bloodthirsty gang of raiders, every part of your form is designed with one purpose in mind: violence. All sharp edges and oozing malice, you're as terrifying to look at as you are to fight. Thankfully, you're no longer bound to the Rust Devils and may just be trying to find your place in the Wasteland.

You receive the following equipment:

- Skull Mask
- A Serrated Plate Body, or a Serrated Plate Arm and a Serrated Plate Leg (your choice as to which arm and leg)
- Two Construction Claws
- Hazard Detection Mod
- 6 + 6 Fusion Cells
- Robot Repair Kit



ROBOTIC CARAVAN GUARD

Many caravanners would give their right arm to have an Assaultron bodyguard, whether they had to pay that price or not, and here you are. You are reinforced with heavier armor and more cargo space, to not only protect your employer better, but to tuck away those items too valuable for sale.

You receive the following equipment:

- One Laser Gun attachment integrated into one of your claws
- Factory Storage Armor and Factory Armor Legs
- 14 + 7 ⚅ Fusion Cells
- Wares: 3 rolls each from the Random Ammunition, Aid and Junk tables (see ***Fallout: The Roleplaying Game Core Rulebook****, p. 200*)
- Behavioral Analysis Module
- 10 + 5 ⚅ Caps

BROTHERHOOD OUTCAST

Characters who select the Brotherhood Outcast origin can select one of the following equipment packs:

EX-KNIGHT

More military minded than some Outcasts, you took to the wasteland with as much firepower and protection as you could muster, ready to stand between those who need your help, and those who are looking for blood.

You receive the following equipment:

- A Laser Rifle and 8 + 6 ⚅ Fusion Cells
- A tattered set of Brotherhood of Steel Fatigues
- A military canteen filled with water
- 2 rolls on the Outcast Equipment Table
- 10 Caps

EX-SCRIBE

You have a penchant for the mechanical over the military. When you left the Brotherhood, you did so with the most important possession you could bring, your knowledge, and combined with the few bits and pieces you managed to smuggle away, you've managed to equip yourself well enough to travel the roads up to now.

You receive the following equipment:

- A Laser Pistol and 8 + 4 ⚅ Fusion Cells
- A tattered set of Brotherhood Scribe's Armor
- A Multitool
- 3 rolls on the Outcast Equipment Table
- 15 Caps

Outcast Equipment Table

1D20 ROLL	EQUIPMENT
1	Deluxe Toolkit
2	Flashlight
3	A copy of ***Fixin' Things***
4	1 Antibiotics
5	Bottlecap Mine
6	Radio
7	Combat Chest Piece
8	A map to an old world survivalist cache
9	1 Stimpak
10	Combat Arm
11	Combat Leg
12	Sensor Array
13	Backpack, Small
14	Sword
15	Laser Musket
16	1 RadAway
17	Combat Shotgun
18	Power Fist
19	Sturdy Combat Helmet
20	Pip-Boy

CHILD OF ATOM

Characters who select the Children of Atom origin can select one of the following equipment packs:

MISSIONARY

You wander the Wasteland, helping the needy and delivering the good word to them. In time, your good deeds may help non-believers recognize Atom's divine glow for themselves.

You receive the following equipment:

- Tough Clothing
- A walking cane
- A Gamma Gun with 4 + 2 gamma rounds
- 1 Stimpak
- 10 Caps
- 1 roll on the Random Food Table (see ***Fallout: The Roleplaying Game Core Rulebook****, p.202*)

ZEALOT

Whether on a quest given to you by your sect's elders or Atom's holy revelations, you left your community to seek out the Church of Atom's enemies. Zealots bring Atom's wrath upon those who oppose his Great Division—be they heretical competing sects of the Church or nonbelieving settlers who oppress the Children of Atom.

You receive the following equipment:

- Tough Clothing or a Drifter Outfit
- A Machete
- A Gamma Gun with 4 + 2 gamma rounds
- A gas mask
- 2 rolls on the Random Food Table (see ***Fallout: The Roleplaying Game Core Rulebook****, p.202*)

SUPER MUTANT

Characters who select the Nightkin origin receive the following equipment pack:

NIGHTKIN

By habit, choice or something more malicious, few things in the world bring you the sense of security that a Stealth Boy does. The security of silence is reassuring—guns don't offer that—something quiet and sharp for when people might hurt you. Stealth, silence, safety.

You receive the following equipment:

- A Laser Rifle and 8 + 6 Fusion Cells
- A Bumper Sword
- A Raider Chest Piece and Raider Armor for one arm and one leg
- A Stealth Boy
- 2 rolls on the Random Food Table (see ***Fallout: The Roleplaying Game Core Rulebook****, p.202*)
- 1 roll on the Random Beverages Table (see ***Fallout: The Roleplaying Game Core Rulebook****, p.203*)

THE OUTSIDE WORLD
VAULT-TEC
CAN NEVER HURT YOU

TRIBAL

Characters who select the Tribal origin may select one of the following equipment packs:

MODERNIST

Unlike some tribes, you have readily embraced the modern aspects of life, taking up the 'relics' of the old world and bringing them into the new day. Repurposing of old equipment, and the practical application of it, is a formative aspect of your people.

You receive the following equipment:

- Either a 9mm Pistol with 8 + 6 🎲 9mm Rounds and a Combat knife, or a Pump-Action Shotgun with 12 + 6 🎲 Shotgun Shells
- An Underarmor Suit
- Either a Combat Chest Piece or a Combat Arm and Combat Leg
- A Multitool
- 1 roll on the Random Food Table (see ***Fallout: The Roleplaying Game Core Rulebook***, *p.202*)
- 1 roll on the Random Beverages Table (see ***Fallout: The Roleplaying Game Core Rulebook***, *p.203*)
- 3 🎲 Junk

RITUALIST

There is a way to the world. That's what you have been taught. Everything that happens is linked to an action, a ritual or something equally esoteric. You know the ways of your people, their customs and needs; what you carry is as much a part of those customs as you are.

You receive the following equipment:

- Either a Hunting Rifle with 6 + 4 🎲 .308 Rounds, a Black Powder Blunderbuss with 6 + 4 🎲 .50 Balls, or a Pipe Gun and Pipe Revolver with 4 + 6 🎲 .38 and 4 + 6 🎲 .45 Rounds.
- Sturdy Clothing
- A Leather Chest Piece
- A Personal Trinket
- 2 rolls on the Oddities and Valuables Table (see ***Fallout: The Roleplaying Game Core Rulebook***, *p.207*)

NATURALIST

The Wasteland provides the core tenant of your tribe that has yet to fail you: by living at one with the world around you, taking only what you need and giving back where you can, you know that a long life awaits you.

You receive the following equipment:

- A Bow with 10 + 6 🎲 Arrows, a Machete and a Combat Knife
- A Hunter's Pelt Outfit and Hunter's Hood
- A Wood Armor Chest Piece and either a Wooden Arm or a Wooden Leg
- 3 rolls on the Random Food Table (see ***Fallout: The Roleplaying Game Core Rulebook***, *p.202*)
- 3 Rolls on the Random Beverages Table (see ***Fallout: The Roleplaying Game Core Rulebook***, *p.203*)

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★ *Chapter Two* ★

SCAVENGING

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Chapter Two

SCAVENGING

USING SCAVENGING LOCATIONS

In addition to the Scavenging rules presented in the ***Fallout: The Roleplaying Game Core Rulebook*** and **Fallout: The Roleplaying Game Gamemaster's Toolkit**, the rules here present a quick and easy method of introducing interesting scavenging locations to your players, with pre-built locales and scavenging tables. You may also use the following areas as guidelines for creating your own unique locations, providing a framework from which you can adapt and alter to spice up the Wasteland! Two forms of location have been provided here: Simple areas, which consist of a single small location, and Complex areas, which comprise a much larger interconnected space that can form the basis for entire questlines, one of which has been elaborated on in the *Abandoned Vault*, *(p.37)*. Each location begins with a brief description of its layout and what your characters can expect to find within, as well as information on any obstacles or hidden locations they may find. Finally, each location has a set of loot tables, including pre-assigned loot designed to fit the location, and a recommended clearance reward!

LUCK AND LEVELS

In the standard scavenging rules, when rolling on a loot table, a player may elect to spend a Luck point to add or subtract the level of a location from their rolls on a loot table. However, if using predetermined loot, there is no loot roll for Luck points to impact. Follow these rules as guidance for rewarding the player's use of a valuable resource, or go with your gut!

- **Junk**: Add 10 Junk found for every Luck point spent.
- **Weapons, Armor, Power Armor:** For every Luck point spent, add one Mod to the item found.
- **Chems, Food, Beverages:** For every Luck point spent, the characters find 1+🎲 additional items of the same type.
- **Clothing:** For every Luck point spent, the player may elect a single damage resistance (Physical, Energy, or Radiation) and increase the clothing's resistance of that type by 1, to a maximum of 4.
- **Oddities and Valuables:** For every Luck point spent, the character finds a Magazine (***Fallout: The Roleplaying Game Core Rulebook***, *p.172*) alongside whatever else is in the area.

THAT'S NEW...

Some items in the predetermined loot tables have an asterisk (*) beside them. This indicates the item can be found in the ***Settler's Guide Book***. If you don't have the book, replace the item with a randomly generated item of the same category.

RED ROCKET

LEVEL 5 – SIMPLE

> *"Red Rocket service stations are a common sight across the Wasteland, quickly identified by the bright red rocket that protrudes from their rooftops. There are normally a few good things worth digging up around the place, but the thick walls and sturdy foundations make them an often fought-over site for would-be settlers, scavengers, and raiders alike. Maybe you'll get lucky?"*

Red Rocket service stations can be found close to most old towns and major roads, directly connected to trade routes and other often-traveled places. When the characters approach this location, they find it in the care of a **Tinkerer** or other mechanically-minded Wastelander doing their best to repurpose the old ruin into something more habitable or useful. Split between the rear workshop, front of the house, and a small office, the stop is relatively small and takes less than a minute to walk around, but it contains a wealth of potential assets for any traveler willing to put the work in.

OBSTACLES AND THREATS

- **Hey, I Called Dibs!:** A rather energetic **Scavenger** (***Settler's Guide book**, p.75*) named **Sally-Mae** has taken over the truck stop and installed a couple of shotgun turrets beside the main door. Sally-Mae protects her claim if pushed, but would much rather chat over a nice-cold Nuka-Cola to discuss getting the old place back up and running. A **CHA** + **Speech** test with a difficulty of 2 convinces Sally-Mae of a character's good intentions and allows them free access to the location. Although she's very willing to accept aid, she's not too big on thieves.

NESTED AREAS

- **Broken Down Workshop**: The workshop in the back of the building contains a plethora of useful tools and workbenches, but they've certainly seen better days. A **weapons workbench**, **armor workbench,** and **Power Armor station** all lie broken down and unusable. By spending an hour and making an **INT + Repair** test with a difficulty of 3, a character attempts to repair a single workbench. When attempting the repairs, a character may use Junk to reduce the test difficulty by 1 for every 5 Junk used in this way.
- **Old Safe**: Hidden behind a moldy old instructional corkboard in the office lies a hidden wall safe, which can be identified with a **PER + Survival** test with a difficulty of 1**.** The safe is locked andcan be opened either with an **AGI + Lockpick** test with a difficulty of 3 or with the Safe Key, which can be found while scavenging the building (see the loot tables for this area). The safe contains **pre-war money** worth **6d20 caps**, a **bull barrel .44 pistol**, and **x6 .44 ammo**.

LOOT

The Red Rocket is an Average Location and Mostly Searched. After clearing the area, characters can spend 30 minutes and make a **PER + Survival** check with a difficulty of 3 to find a number of items equal to the minimum number listed in the Red Rocket Stop Loot Table. The possible items are listed for each category. Action Points can be spent after each roll to find an additional item from the same table category, up to the maximum limit for the category.

Red Rocket Stop Loot Table

JUNK	ODDITIES	WEAPONS	CLOTHING	FOOD	BEVERAGES
2–4 (21 Junk +10 per AP spent)	2–4 (Safe Key, Deluxe Toolkit, Multi-Tool, Fixin' Things Magazine)	0–2 (Buzz Saw*, Heavy Pipe Wrench)	1–3 (Utility Overalls, Welders Visor, Heavy Coat)	0–2 (Sweet Roll, Sugar Bombs)	0–3 (Dirty Water, Nuka-Cola, Nuka-Cherry)

CLEARANCE REWARDS

Clearing out the Red Rocket Truck Stop is more about working alongside its current occupant. Repairing the workshop and helping secure the area from local threats creates a potential starting point for a burgeoning settlement! Sally-Mae herself thanks the characters for any help and may be willing to help improve their gear to the best of her abilities or pass on information about other nearby locations that may be worth a look over, such as the Poseidon Energy Plant noted later in this chapter.

SUPER MUTANT CAMP

LEVEL 10 – SIMPLE

> *"Just off the main road, a group of super mutants has holed up in one of their blood-soaked, meat-filled camps. Three old burned-out buses form a barricade and slightly warmer shelter for the mutants to lay their heads after a hard day of butchery and raiding. An unhealthy number of large metal spikes run around the edges of the area, festooned with the gore-coated corpses of previous attackers, with more than a few mouthfuls of missing flesh."*

Super mutants have set up camp, decorating whatever space they take over with trophies of their strength, mostly half-devoured corpses. Brutish and ferociously territorial, they gladly defend their home from any light-fingered passersby. With a tendency to store the best weapons they tear from the bodies of their victims, a super mutant camp can deliver a surplus of arms and ammo if a group of survivors can clear it first.

The super mutant camp has two entrances, which offer little defense beyond basic traps and clear lines of sight from their sentries. Anything more complex only obstructs the mutants inside when they inevitably sprint toward anyone who ventures too close.

OBSTACLES AND THREATS

- **Mob of Super Mutants:** The camp is inhabited by a warband of super mutants who regularly patrol the borders of their home. They eagerly snatch up their weapons and attack if they detect a threat or even just the presence of a group of travelers. The warband comprises one **Super Mutant Master**, two **Super Mutant Brutes**, and a number of **Super Mutants** equal to the party size plus 1.
- **Mantraps:** Punji boards, bear traps, and more litter the paths into the camp. Any character trying to pass through a main entrance must attempt an **AGI + Athletics** test with a difficulty of 2 or suffer 3 🎲 Physical damage.

LOOT

The camp is an Average location and Partly Searched. After clearing the area, characters can spend 30 minutes and make a **PER + Survival** check with a difficulty of 1 to find a number of items equal to the minimum number listed in the Super Mutant Camp Loot Table. The possible items are listed for each category. Action Points can be spent after each roll to find an additional item from the same category, up to the maximum limit for the category.

Super Mutant Camp Loot Table

MELEE WEAPONS	RANGED WEAPONS	ARMOR	FOOD	BEVERAGES
2–4 (Machete, Sledgehammer, Sword, Super Sledge)	2–4 (Pipe Bolt Action Rifle, Hunting Rifle, Minigun, Missile Launcher)	2–4 (Raider Armor, Sturdy Raider Armor, Heavy Combat Armor, Heavy Raider Armor)	2–4 (Iguana Bits, Salisbury Steak, Hound Meat, Mutant Hound Meat)	1–2 (2 Nuka-Cola, Brahmin Milk)

CLEARANCE REWARDS

Super mutants tend to gather their meals into large bags full of meat and gore, and of course, anything they missed when "tenderizing" their lunch. The camp has 4 meatbags hanging from water towers or other high areas. Each meatbag contains 3 "Iguana Bits" and a single random clothing item.

In addition, each camp has an armor and weapons workbench and a single **cooking station**, often with something unsavory stuck to the spit.

Clearing out the Super Mutant Camp not only allows the PCs to reap the rewards of scavenging it but also makes the space safer to travel in for both them and other travelers. More traders begin passing through, even offering favorable discounts to the group if they claim the credit for clearing it out. Parties could choose to resettle the camp, but may find themselves the target of more super mutant attacks as other war-bands attempt to take back their property.

WAREHOUSE

LEVEL 15 – SIMPLE

> *"Back in the before-times, warehouses were only ever temporary storage, a place between places for the rampant consumerism that plagued the world back then. Now these structures promise the finest of pre-War goods, but only if you're the first to crack them open. On this occasion, the splayed doors and recently cut chains suggest you've only just been beaten to the punch. Best get moving. It might be that whoever got here first is still in there. Gives you some time to try and snag yourselves something shiny."*

Normally found at the docks, attached to old super-stores, or gathered in large districts, warehouses are difficult to breach post-modern treasure troves of all kinds of goods. More than a few raider wars have been fought over these monuments to capitalism, with the hope of cracking them open to find weapons, ammunition, or even old food stores —only to find untold boxes full of packing peanuts and teddy bears. But for every warehouse containing useless household goods, another wait s somewhere out there, full to the brim with all-American firepower and the makings of the next Wasteland warlord.

OBSTACLES AND THREATS

- **Late to the Party:** This warehouse has just been broken open by a cadre of synths, still searching for an unknown prize. A **Synth Courser** leads the team, watching the area for threats as the nine **Synth Troopers** *(+1/-1 for each PC over or under 4)* break into teams of three and comb the area. The synths are immediately hostile to interlopers and have no compunction about gunning down anyone or anything that enters the warehouse. If pressured, the Courser can throw a **Synth Relay Grenade** as a major action and summon an additional +1 Synths to the fight. Moving through the area without attracting notice requires an **AGI + Sneak** test with a difficulty of 4.
- **Hidden Turrets:** On the wall of the rear portion of the warehouse, four **Machine Gun Turrets 3 Shot (Wall Mount)** sit just out of view. The security terminal attached to the shutters holds information on the turrets, but a corrupted computer pathway prevents the terminal from shutting them down. Once the shutters are opened, the turrets immediately trigger and open fire on anything that enters the room.

NESTED AREAS

- **West-Tek Delivery Truck:** At the rear of the warehouse, a West-Tek delivery truck sits behind a set of computer-controlled heavy shutters. The truck itself holds a wealth of Power Armor , including frames, armor pieces, and fusion cores, which are the target of the Institute's attention. Even after opening the shutters, a physical lock keeps the contents hidden away. The computer terminal requires an **INT + Science** test of difficulty 4 to open the shutter, and the truck lock requires a **PER + Lockpick** test of difficulty 4. After opening the truck, characters can spend 1 minute and make a **PER + Survival** check at difficulty 0 to find a number of items equal to the minimum listed in the West-Tek Truck Loot Table. The possible items are listed for each category. Action Points can be spent after each roll to find an additional item from the same table category, up to the maximum limit for the category.

West-Tek Truck Loot Table

ARMOR	AMMUNITION
14 (Power Armor Frame x2, T-60 Helm x2, T-60 Right Arm x2, T-60 Left Arm x2, T-60 Torso x2, T-60 Right Leg x2, T-60 Left Leg x2)	0–2 (Fusion Core x2)

LOOT

After clearing the area, characters can spend an hour and make a **PER + Survival** check at difficulty 1 to find a number of items equal to the minimum number listed in the Warehouse Loot Table. The possible items are listed for each category. Action Points can be spent after each roll to find an additional item from the same table category, up to the maximum limit for the category.

Warehouse Loot Table

AMMUNITION	RANGED WEAPONS	ARMOR	MELEE WEAPONS
4 (x13 .45 Rounds, x13 .45 Rounds, x15 Plasma Cartridges, x3 Missiles)	6– 8 (x4 Automatic Recoil Compensated Quick Eject Combat Rifles, x2 Boosted Sniper Marksman's Recon Plasma Rifle, x2 Triple-Barreled Scoped Missile Launchers)	5 (Heavy Combat Armor Helm, Heavy Combat Armor Torso, Heavy Combat Right Arm, Heavy Combat Armor Left Leg, Heavy Combat Armor Right Leg)	2–4 (x2 Curved Rippers, x2 Stealth Combat Knives)

CLEARANCE REWARDS

After dealing with the synths and liberating the military surplus warehouse, it's unlikely the characters need much more in the way of rewards. However, searching the truck also reveals directions to a larger military outpost, one that now lies in the hands of the Gunners or another like-minded faction. In addition, the warehouse 's tough walls and inbuilt defensibility could be refashioned into a small but secure settlement with a bit of work. As long as the Institute doesn't come back, of course.

POSEIDON ENERGY PLANT

LEVEL 8 – COMPLEX

> *"Once serving as the beating heart of the old world, the Poseidon Energy plant now sits inert. A clear target for scavengers and raiders alike, its soaring walls promise caches of pre-War tech and a relatively safe place to sleep for those tenacious enough to clear it out and keep it protected. The plant spreads over three floors, leaving lots of nooks and crannies, and plenty of space for unseen threats to lurk."*

The Poseidon Energy Plant is a huge location for players to tackle, laden with potential loot and threats. Spread across three zones, a sub-basement, the main floors, and the roof , there is a lot of ground to cover. As with most complex locations, attempting to clear out the Poseidon Energy Plant is a quest in and of itself, requiring a significant amount of time and resources. As an incredibly tempting target, the plant tends to change hands regularly, with rival raider gangs vying for control over the area time and time again.

Poseidon loot table

NUMBER OF ZONES	SEARCH DEGREE
Three (Sub-Basement, Main Floors, Roof)	Mostly Searched

OBSTACLES AND THREATS

- **Unexpected Guests:** In the Wasteland, big locations tend to attract squatters. Most recently the Poseidon Energy Plant has ended up in the hands of a raider crew, who have a vested interest in keeping it. Led by a **Raider Veteran** and backed by two **Raider Scavvers** and a number of **Raiders** equal to the number of PCs plus 2 , the crew are spread around the plant and can be found in any zone.

SIMPLIFIED LOOT

You can treat the Poseidon Energy Plant as a single Large scavenging location rather than breaking it down into separate zones. It is also Mostly Searched. After clearing the area, the characters can spend two hours and make a **PER + Survival** test with a difficulty of 2 to find a number of items equal to the minimum number listed in the Poseidon Loot Table. The possible items are listed for each category. Action Points can be spent after each roll to find an additional item from the same table category, up to the maximum limit for the category.

Poseidon Loot Table

JUNK	ARMOR	ODDITIES	CLOTHING	WEAPONS
4–8 (42 Junk, +10 per additional AP)	1–4 (Metal Armor, Raider Armor, Sturdy Combat Armor, Heavy Synth Armor)	1–3 (Radio, Pre-War Money worth 52 Caps, Integral Boiler Mod)	1–6 (Tough Clothing x2, Utility Overalls x2, Hard Hat, Welders Visor)	1–3 (Lead Pipe, 10mm Auto Pistol, Flamer)

CLEARANCE REWARDS

Any non-lootable rewards from clearing the location of threats if they exist, such as potential bounties, nested loot or hidden locations. As well as details on if the area can be resettled or used as a camp. **This assumes clearance of the entire area, not just singular bits.**

MAIN FLOORS

> *" A series of rust-infested walkways connect the main floors of Poseidon Energy, running along walls and across wide open drops into the network of inactive turbines that fill the floor below. Old workrooms and side spaces have been filled with the scrap and junk from the innumerable squatters that have called it home over the years, the collection growing with every new owner."*

The main floors are divided into three levels, with the old energy turbines taking up the ground floor, workshops and staff rooms connected via walkways on the second, and corporate offices linked by the same metal walkways at the top. A locked door on the bottom level leads to the sub-basement, and a painted warning "DO NOT ENTER" hints at the ghouls lurking inside. The raider crew mostly congregates on the top level, as it offers the best firing positions on any potential threat.

OBSTACLES AND THREATS

- **See "Obstacles and Threats" for the entire location for threats that affect all three zones.**
- **Robotic Security:** Old wall-mounted defense turrets continue to defend the area, linked to a control terminal controlled by the raider crew. Poseidon Energy has 6 functional **Machine Gun Turrets (Wall Mount)** stationed across the area, each linked to a single control terminal hidden on the Main Floor.
- **Broken-Down Walkways:** Time is no one's friend, especially when the friend in question is a metal walkway made at the cheapest quote. Whenever a player or NPC suffers a complication or suffers damage from a weapon with Blast while crossing a walkway, the walkway crumbles. The character immediately drops prone, and potentially suffers damage from the fall.
- **Traps**: Previous occupants set up another layer of protection against the ghouls roaming the sub-basement by laying traps on the bottom floor. A series of 3 **Shotgun Traps** and 4 **Frag Mines** litter the lower floor, requiring a **PER + Survival** test of difficulty 2 to notice. Once noted, moving through the ground floor requires an **AGI + Athletics** test of difficulty 2 to avoid setting off a trap. Crossing the ground floor without successfully noticing the traps automatically triggers a trap. Disarming any trap requires an **INT + Repair/Explosives** test of difficulty 2.

NESTED AREAS

- **Site Director's Office:** On the highest level of the main floors, a locked door flanked by two Machine Gun Turrets (Wall Mount) leads into the site director's office. The door either requires the **Site Director's** key (carried by the Raider Veteran), or an **AGI + Lockpick** test with a difficulty of 3. Inside, the director's terminal allows players who succeed an **INT + Science** test with a difficulty of 3 to remotely unlock the roof access and basement doors, as well turn off the security turrets , or set them to friendly mode. Spending 10 minutes searching the office and passing a **PER** + **Survival** test of difficulty 2 allows characters to find a number of items equal to the minimum number listed in the Site Director's Office Loot Table. The possible items are listed for each category. Action Points can be spent after each roll to find an additional item from the same table category, up to the maximum limit for the category.

Site Director's Office Loot Table

CLOTHING	BEVERAGES	ODDITIES	JUNK
1–3 (Formal Clothing, Formal Hat, Engineer's Armor)	1–3 (Whiskey, Bourbon, Purified Water)	(Tesla Science Magazines, Pre-War Money worth 5d20 Caps, Multitool)	1–3 (10 Junk, +10 per additional AP)

LOOT

The Main Floors is an Average location and Heavily Searched. After clearing the Main Floors, the characters can spend 30 minutes and make a **PER + Survival** test with a difficulty of 3 to find a number of items equal to the minimum number listed in the Main Floors Loot Table. The possible items are listed for each category. Action Points can be spent after each roll to find an additional item from the same table category, up to the maximum limit for the category.

Main Floors Loot Table

AMMUNITION	ARMOR	ODDITIES	CLOTHING	WEAPONS	JUNK
1–4 (9x .308mm Rounds, 15x .38mm Rounds, 9x Shotgun Shells, 13x .45mm)	0–4 (Raider Armor, Sturdy Raider Armor, Heavy Raider Armor, Heavy Metal Armor)	1–4 (Radio, Robot Repair Kit, First Aid Kit, Hazard Detection Mod)	0–4 (Welder's Visor, Engineer's Armor, Casual Clothing, Hazmat Suit)	0–4 (Pipe Bolt Action Rifle, Pipe Rifle, Combat Shotgun, Aluminum Baseball Bat)	2–4 (21 Junk +10 per AP spent)

SUB-BASEMENT

> *"What once was a series of maintenance tunnels and storage areas has long since been flooded out, the cold, wet environment now playing host to a pack of ghouls. Seems that whoever holds, or held, the power plant made at least a couple of attempts to clear them out, and even left some traps for you. How kind of them."*

Old tunnels that connect overflow pipes, external reservoirs, and the sub-structure of the power plant all join in this area. With so many dark, interconnected pathways, the pack of ghouls that lurk within are difficult to spot, let alone drive out.

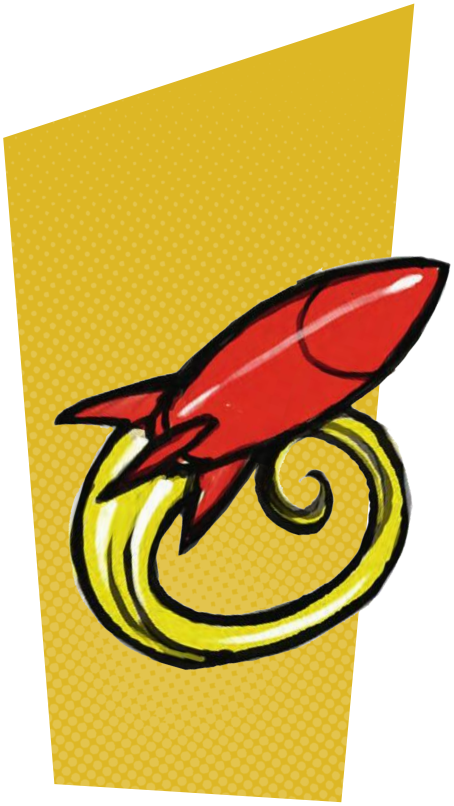
Power. People. Perfect. Mass Fusion
We Keep Boston Running

OBSTACLES AND THREATS

- **See "Obstacles and Threats" for the entire location for threats that affect all three zones.**
- **Lurking Dead:** A pack of ghouls has settled into the tunnels, and they are not welcoming hosts. At any time, eighteen **Ghouls** wander the tunnels of the sub-basement, while a particularly nasty **Mighty Glowing One** lurks in the **Backup Generator Room.** Most of the ghouls play dead when discovered, lying still just below the water line until a character's proximity makes it worth their while to surge up and begin actively hunting.
- **Flooded:** Most of the tunnels in the Sub-Basement are badly flooded, making it hard to traverse and risky for those with an open wound. When moving in a flooded area, the Move minor action only allows for a character to move to a position within Close range, and the Sprint action within Medium range. Furthermore, at the end of the day, any creature who took damage in a flooded area must pass a Disease test (***Fallout: The Roleplaying Game Core Rulebook,*** *p. 193*) with +2 difficulty or suffer the effects of Dysentery.
- **Defenses:** The door to the Main Floors is guarded by a set of 3 Frag Mines and two **MK I Machine Gun Turrets**.

NESTED AREAS

- **Backup Generator Room:** In the center of the sub-basement, a heavy-duty metal door is chained shut with the words "NOT WORTH IT" painted in red. It bars the way into the Backup Generator Room. A window set in the door shows a large power generator, as well as the shambling form of the Mighty Glowing One and a number of Ghouls equal to the player count plus 2. Several crumpled raider corpses litter the floor along with an abundance of old-world items, tools, and spare parts. If the players think better of the warning, a **STR + Athletics** or **AGI + Lockpick** test of difficulty 2 opens the door. After clearing the area, characters can spend 10 minutes and make a **PER + Survival** check with a difficulty of 3 to find a number of items equal to the minimum number listed in the Backup Generator Loot Table. The possible items are listed for each category. Action Points can be spent after each roll to find an additional item from the same table category, up to the maximum limit for the category.



Backup Generator Loot Table

AMMUNITION	WEAPONS	ARMOR	JUNK
1 (Fusion Core)	2–3 (Napalmer Flamer, Auto Assault Rifle, Extra Heavy Pipe Wrench)	0–2 (Raider Armor, Tempered Raider Helmet)	6 (65 Junk, 4 Uncommon Materials, 2 Rare Materials)

LOOT

The Sub-Basement is a Large location and Heavily Searched. After clearing the Sub-Basement, the characters can spend two hours and make a **PER + Survival** test with a difficulty of 3 to find a number of items equal to the minimum number listed in the Sub-Basement Loot Table. The possible items are listed for each category. Action Points can be spent after each roll to find an additional item from the same table category, up to the maximum limit for the category.

Sub-Basement Loot Table

AMMUNITION	WEAPONS	CHEMS	JUNK	CLOTHING
0–4 (160x .5mm Rounds, 9x Shotgun Shells, 6x .44 Magnum Rounds, 15x .38 Rounds)	1–5 (Minigun, Double-Barreled Shotgun, .44 Pistol, Bladed Tire Iron, 3 Frag Grenades)	0–4 (Dirty Water, Stimpak x2, Antibiotics)	2–6 (21 Junk + 10 per AP spent)	1–4 (Hard Hat, Engineer's Armor, Tough Clothing, Utility Overalls)

ROOF

> *"If it wasn't for all the gunfire and raiders, it would almost be a nice view. The roof of Poseidon Energy extends across a large open space that runs around the edge of a central bulk of aged concrete. Long disused steam-towers stretch up from the roof into the sky around you, pitted with weathering."*

The Roof of Poseidon Energy isn't an area of vast wealth, however it offers unparalleled sight lines into the surrounding wasteland and plentiful cover, making it a dangerous perch for any sniper of talent.

OBSTACLES AND THREATS

- **See "Obstacles and Threats" for the entire location for threats that affect all three zones.**
- **"Get Down!":** A **Notable Mercenary** has taken up a sniper's perch on the roof , paid a pretty penny by the raiders to keep an eye on the area. While she has no particular loyalty to the raiders, she's good at what she does. Use the rules for a Mercenary (***Fallout: The Roleplaying Game Core Rulebook,*** pg. 392), and make them a Notable character with an AGI of 8 and a Small Guns skill of 4 in place of the normal S.P.E.C.I.A.L. and skill values. The sniper carries a **Powerful Marksman's Long Scope Hunting Rifle**.

LOOT

The Roof is a Small location and Untouched. After clearing the Roof, characters can spend 10 minutes and make a **PER + Survival** check at difficulty 0 to find a number of items equal to the minimum number listed in the Roof Loot Table. The possible items are listed for each category. Action Points can be spent after each roll to find an additional item from the same table category, up to the maximum limit for the category.

Roof Loot Table

AMMUNITION	WEAPONS	CLOTHING	CHEMS
2 (9x 308. Ammo, 12x 10mm Rounds)	0–2 (Long Calibrated Sharpshooters 10mm Pistol, x3 Frag Mines)	0–1 (Casual Hat)	0–1 (Orange Mentats)

Dozen Donuts for only $42
Slocum's Joe

ABANDONED VAULT

LEVEL 12 – COMPLEX

> *"Vaults promised a whole generation of people safety from nuclear war, a space where the horrors of atomic annihilation would never reach them. In a way, those promises were correct, as very few would live to see the what became of the world after they so trustingly locked themselves in. From the Vaults that have been opened since, it's plain that most Vaults were simply traps of a more malicious nature than the uncaring atomization that befell most above ground. Scavvers and treasure hunters alike happily plunge the depths of Vaults all over the wastes, curious to see what mysteries they might uncover. The one before you now is supposedly haunted, but ghosts aren't real, right?"*

Abandoned Vaults are rare sights not just due to their scarcity, but because open Vaults without occupants are rapidly taken over by new ones, be they Wastelanders or even aggressive wildlife. To find a completely abandoned underground pre-war complex is as ominous as it is unusual. Each Vault tells the tale of its history by the bodies found within, skeletons decayed in beds, bodies locked in failed cryogenic tubes, and remains of other, more esoteric methods of preservation and demise. Whatever the reason, an abandoned Vault is a highly profitable venture, as long as the reason for its abandonment isn't still lurking somewhere inside. This Vault spirals several floors into the earth.

NUMBER OF ZONES	SEARCH DEGREE
Four (Entrance, Living Space, Overseer's Office, Laboratory)	Mostly Searched

OBSTACLES AND THREATS

- **Laced Air:** The air is laced with psychoactive drugs, part of an experiment that began centuries earlier. In areas with a higher concentration Laced Air, a non-robotic character without respiratory protection (i.e., a working gas mask, full set of Power Armor, or immunity to Chems) is exposed to the drugs. A character can determine something is in the air with a successful **INT + (Science** or **Medicine)** test with a difficulty of 4. Secretly roll 2 🎲 for each character exposed, and if either result would trigger a damage effect, the character has succumbed to the Laced Air. If a character has the **Chem Resistant** perk, roll only 1 🎲, and if they have the second level perk, they are considered immune. A character that has succumbed and is not immune begins to hallucinate, imagining false dangers or seeing images from their past, memories of guilt or moments of horror that still plague them. These hallucinations deceive every physical sense and appear completely real to those affected by them. If a character is attacked by one of their hallucinations, treat the attack as real, rolling damage and tracking injuries as normal. Any injuries are only visible to the sufferer and fade once the character leaves an area of concentrated Laced Air for over an hour. Any character killed by a hallucination is instead rendered unconscious and enters a catatonic state until no longer exposed to the Laced Air.

- **Hidden Traps:** Before their deaths by starvation, overexposure, or suicide, many of the Vault inhabitants set up traps to protect themselves from threats both real and imagined. Whenever a character enters a new room or corridor, roll 3 🎲 and add one trap of your choice hidden within the room per effect rolled. Tesla Arcs and Jury-Rigged Guns are the most common traps characters encounter (***Settler's Guide book**, p.189*) but the old inhabitants became fairly inventive in their final days.

- **"The Experiment Must Continue!":** The lead researcher of this pre-War Vault still walks its halls, in a sense. The Researcher, a Legendary Robobrain who has long since forgotten his name, implanted his brain into a robotic body and watches over the Vault from the confines of the Laboratory. He is currently trapped in the Laboratory, moderating the concentration of the Laced Air via a series of cameras hidden throughout the Vault (which require a **PER + Science** test with a difficulty of 3 to discover). If the Laboratory is opened, the Researcher attempts to escape the Vault with a sample of the chemical compound required to fabricate the Laced Air, looking for a new test site out in the Wasteland.

SIMPLIFIED LOOT

You can represent the Abandoned Vault as a single Large scavenging location rather than breaking it into separate sections. After clearing the area, the characters can spend four hours and make a **PER + Survival** test with a difficulty of 2 to find a number of items equal to the minimum number listed in the Abandoned Vault Loot Table. The possible items are listed for each category. Action Points can be spent after each roll to find an additional item from the same table category, up to the maximum limit for the category.

JUNK	CHEMS	ODDITIES	CLOTHING	BEVERAGES	FOOD
4-8 (42 Junk, +10 per additional AP)	1-4 (Psycho, Daddy-O, Buffout, Mentats)	1-3 (Radio, Doctor's Bag, Behavioral Analysis Mod)	1-4 (Vault Jumpsuit, Vault Jumpsuit, Lab Coat, Gas Mask)	1-3 (Purified Water, Beer, Vodka)	1-3 (BlamCo Brand Mac and Cheese (preserved), Salisbury Steak (preserved), Sweet Roll)

CLEARANCE REWARDS

Clearing out the Vault and deactivating the chemical pumps in the Laboratory stops the flow of Laced Air and renders the Vault livable once again. In addition, defeating the Researcher and stealing the chemical compound allows any character to replicate the effects of the Laced Air with the correct resources, time, and a successful **INT + Science** test of difficulty 5. If the area is cleared and the Researcher escapes with the compound , the characters may encounter it again later, or set out to halt his plans to unleash the Laced Air on the unsuspecting people of the Wasteland.

ASTOUNDINGLY
AWESOME
TALES
$29
ATTACK OF THE METAL MEN

ENTRANCE

> *"The large yellow number that once identified this Vault door has worn away with the passage of time. A large computer terminal sits by its side, a series of covered buttons and ports still glowing. Who knows what might sit behind that door?"*

The Vault door has been sealed since its original closing over two centuries prior. The computer terminal requires either a keen mind or a **Pip-Boy** to open. Once unsealed, the door opens to reveal an entrance and security checkpoint. A couple of skeletons lie slumped directly on the other side , surrounded by deep scratch marks on the door and floor itself. An other hallway leads downstairs into the living quarters below.

OBSTACLES AND THREATS

- **Open Sesame:** To enter the area, the characters must use the terminal. They may attempt to hack the console, which requires an **INT + Science** test of difficulty 4, or use a Pip-Boy to convince the Vault the user is a potential resident and direct it to open accordingly, which requires no test. Opening the Vault door sets off a series of alarms and flashing lights, alerting the Researcher in the Laboratory to the characters' arrival.

NESTED AREAS

- **Security Office:** To the right of the entrance at the end of a suspended walkway, a mag-locked door leads into a security office. The weapons cabinets and terminal that lie within can be seen through two windows. An inbuilt security panel outside the door requires either a password (found deeper in the Vault) or an **INT + Science** test of difficulty 4 to open. Once opened, characters can check the security terminal. The terminal 's programming directs the main door to remain permanently sealed until external activation. It also contains a century-old email from the Vault overseer explaining they detected an issue with the air filtration unit and any unusual odors should be reported to engineering for investigation. Characters can also spend 10 minutes and make a **PER + Survival** test with a difficulty of 2 to find a number of items equal to the minimum number listed in the Security Office Loot Table. The possible items are listed for each category. Action Points can be spent after each roll to find an additional item from the same table category, up to the maximum limit for the category.

Security Office loot table

ARMOR	AMMUNITION	WEAPONS
6 (Vault-Tec Security Helmet x3, Vault-Tec Security Armor x3)	0-2 (x24 10mm Ammo)	2-6 (x3 Stun Baton, x3 Powerful 10mm Pistols)

LOOT

The Entrance is an Average location and Mostly Searched. After clearing the area, characters can spend 30 minutes and make a **PER + Survival** test with a difficulty of 2 to find a number of items equal to the minimum number listed in the Entrance Loot Table. The possible items are listed for each category. Action Points can be spent after each roll to find an additional item from the same table category, up to the maximum limit for the category.

Entrance Loot Table

CLOTHING	WEAPONS	ODDITIES	JUNK
3 (Vault Jumpsuit, Vault Jumpsuit, Lab Coat)	0-3 (Puncturing Pipe Wrench, Barbed Pool Cue, Bladed Board)	0–3 (Rambling note talking about ghosts, Pre-War Money worth 33 Caps, First Aid Kit)	3 (42 Junk)

LIVING SPACE

> *"A looping stairwell leads down into a large atrium, posters of the ever-cheerful Vault Boy warning of the dangers of the outside world and the waste-laden air. The atrium links a network of passageways to separate areas, including a housing section, service section, and the gardens. Beyond those lie two doors, one leading down to the laboratory and one up to the overseer's office. If it weren't for the bodies everywhere, it would seem wonderfully organized."*

Broken into several distinct zones, the Living Space is a quaint area linked by tight corridors leading into larger spaces. The living quarters comprise twenty small rooms, most of which are barricaded with the doors locked. The service section is split between an old barber , a dining area, and a small buy-and-sell that still hosts a few dust covered knick-knacks. The gardens are monitored by a still operable sprinkler and automated irrigation system leading to the growth of numerous fruits and vegetables. More bodies litter the area, skeletons lining the halls and propped in chairs, many lacking a clear cause of death and others with decidedly obvious fatal blows.

OBSTACLES AND THREATS

- **Authorised Personnel Only:** The Laboratory door is locked with a keycode terminal that can only be opened with the **Overseer's Code** taken from the Overseer's office.
- **Corrupted Gardeners:** A group of 5 **Mister Handy Units** plus 1 additional unit per player over four have become corrupted over the years while performing their gardening duties and consider all lifeforms to be contagious parasite-carrying vermin. They attack any characters entering the Gardens on sight, unless the character is wearing a Vault Jumpsuit.
- **Locked and Barricaded Rooms:** To fully scavenge the area, characters need to unlock or unbarricade many of the rooms in the Living Space. Upon entry to the area roll 5 🎲 + 1 per player, with each effect representing either a locked door or barricade. A barricade requires a **STR + Athletics/Repair** test of difficulty 2 to remove, and a locked door requires a **PER + Lockpick** test of difficulty 2 to open. When scavenging the area, reduce the minimum number of items on the loot table by 1 for each inaccessible room.

NESTED AREAS

- **Gardens:** The Gardens are a well-kept area of lush greenery protected by a crew of rogue Mister Handy units. After clearing the area , characters can spend 10 minutes and make a **PER + Survival** test with a difficulty of 1 to find a number of items equal to the minimum number listed in the Gardens Loot Table. The possible items are listed for each category. Action Points can be spent after each roll to find an additional item from the same table category, up to the maximum limit for the category.

Gardens Loot Table

FOOD (ALL ITEMS ARE NON-IRRADIATED)
6-12 (x3 Carrot, x3 Corn, x2 Gourd, x2 Melon, x2 Tato)

- **Service Section:** A lone chair sits in the middle of the old barber's , a selection of scissors, cut-throat razors and other implements scattered around the room, each smeared in dried blood. A single body wearing an up-scale outfit lies in a heap on the far side of the room, its chest punctured by bullet wounds. Beside it, a door leads into another room where several more corpses lie spread in a star pattern, with a set of scalps preserved in a cooler in the centre. A note has been pinned to the box by a **Stealth Combat Knife** describing how the bodies were a sacrifice to a creature known as Ug-Qualtoth, and without the barber's help, the ancient being would have decimated the Vault.

LOOT

The Living Space is an Average location and is Mostly Searched. After clearing the Living Space, characters can spend 30 minutes and make a **PER + Survival** test with a difficulty of 2 to find a number of items equal to the minimum number listed in the Living Space Loot Table. The possible items are listed for each category. Action Points can be spent after each roll to find an additional item from the same table category, up to the maximum limit for the category.

Living Space Loot Table

CLOTHING	FOOD	BEVERAGES	JUNK	WEAPONS	ODDITIES
2-4 (Vault Jumpsuit x2, Formal Attire, Casual Clothing)	2-4 (Fancy Lads Snack Cakes, Gum Drops, InstaMash (preserved), Noodle Cup)	2-4 (Purified Water x2, Beer, Nuka-Cola Quantum)	4 (52 Junk)	2-4 (Stun Baton, Spiked Walking Cane, Sharp Rolling Pin, Heavy Lead Pipe)	0-2 (6 Bobby Pins, Torch)

OVERSEER'S OFFICE

> *"A short flight of stairs leads up to the overseer's office, where a barricaded door and another pile of decayed bodies awaits you. Through a gap in the stacked filing cabinets and shelving units, you can just make out the slowly revolving skeleton of a Vault-suited figure hanging from the still-powered fan."*

The Overseer's Office is a small room blocked by a rapidly-erected series of barricades. A couple of bodies lying on the stairwell in front of the door indicate that a fight broke out here. Inside, the corpse of the overseer hangs by a rope around their neck from a slowly spinning fan. A terminal sits on the desk, its screen cracked and broken but a series of numbers on the keyboard highlighted by the dark crimson brown of dry blood. A scrawled bloody message on the desk reads, "*I've locked the Devil below, forgive me for my sins.*"

OBSTACLES AND THREATS

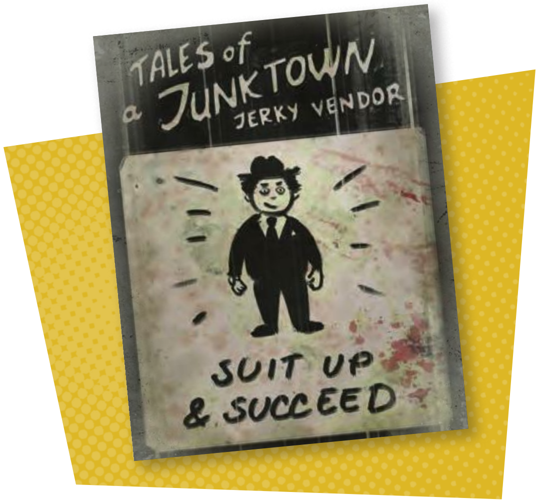
- **Barricade**: A barricade of filing cabinets erected to keep people out of the room can be cleared with an **INT + Explosives** test with a difficulty of 1 and the use of any weapon with the *Blast* trait. Alternatively, characters can clear the barricade by spending 15 minutes and making a **STR + Athletics** test of difficulty 2
- **The Code:** The overseer typed in the door code to the Laboratory into the terminal before ending their life. However, it still takes work to arrange the numbers into an actual code. A character can spend an hour and make an **INT + Science** test of difficulty 3 or a **PER + Medicine** test also of difficulty 3 to determine the code.

LOOT

After clearing the area, characters can spend 30 minutes and make a **PER + Survival** test at difficulty 2 to find a number of items equal to the minimum number listed in the Overseer's Office Loot Table. The possible items are listed for each category. Action Points can be spent after each roll to find an additional item from the same table category, up to the maximum limit for the category.

Overseer's Office Loot Table

ODDITIES	CLOTHING	BEVERAGES	WEAPONS
3 (Tesla Science Today #1, Massachusetts Surgical Journal, Holotape Player)	1 - 3 (Vault Jumpsuit, Formal Clothing, Casual Clothing)	3 (Bourbon, Whiskey, Vodka)	1 - 3 (Auto Combat Shotgun, Calibrated 10mm Pistol, Stun Baton)


TALES of a JUNKTOWN JERKY VENDOR
SUIT UP & SUCCEED

LABORATORY

> *"The door slides open with a swift exhalation. Trapped air assaults your nostrils with a sickly-sweet scent. Beyond it lays the open halls of a laboratory, a series of inactive consoles arrayed before a selection of refineries and medical apparatus for the distillation of chemicals. Windows run along the opposite wall peering into operating rooms, one still containing a body attached to an odd machine. A set of signs at the far end read "Office" and "Patient Rooms" pointing in opposite directions.*

The laboratory of the Vault and the dwelling of the Researcher is split into four sections. The largest section is the testing lab , which leads directly into the surgical suite, patient rooms and office. The Laboratory is home to a much denser variation of the Laced Air with stronger effects, making this a much more dangerous area to enter.

OBSTACLES AND THREATS

- **Chemical Compound 451-A:** As the characters enter, the **Researcher** unleashes a far stronger version of the Laced Air. Any character who is exposed but has not yet succumbed must roll another 2 and on any effect succumb to the Laced Air. In addition to its normal effects, a character also suffers 1 Fatigue.
- **The Researcher:** A Legendary Robobrain (see ***Settler's Guide Book,*** *p.177*), the Researcher leaves the testing lab for the surgical suite to retrieve a distillation of Compound 451-A before aiming to escape the Vault for good. In place of its Tesla Gun, the Researcher uses a Syringer loaded with Compound 451-A. Though he engages in combat if required, he would rather avoid conflict, using his Mesmertron to disable targets and injecting them with Compound 451-A before fleeing.

NESTED AREAS

- **Surgical Suite:** Linked to the main hallway by a small side passage, the surgical suite comprises four small rooms with a steel table at the center. Sealed cases with tools and a mechanical needle and extraction mechanism hover over the skeletal remains of those on the tables, a puncture wound still evident in their spinal column s. The machine connects to a series of specimen tubes containing the mixed spinal fluid of the patient, with a label reading Compound 451-A on the side. Each room contains 3 doses which can be used as Syringer ammunition, as noted earlier in this section.
- **Office:** The Researcher's office is a small room with several human corpses arrayed on specimen tables, a single research terminal, and a set of monitors linked to the Vault's air filtration system. A cursory glance at the monitor reveals a heady mix of hallucinogenic chems hooked directly into the air supply. The monitors display the entire Vault, allowing any characters inside to see the Researcher moving through the area if they haven't already dealt with him. The research terminal details how the Researcher had been pumping extremely dangerous hallucinogens through the Vault periodically for years, studying the effects on the inhabitants and eventually extracting the spinal fluids of the worst sufferers for use in the next trial. In a final test, the Researcher flooded the entire Vault with the most recent strain , leading to mass hysteria. The notes then explain how the lead researcher grafted his brain into a robotic body to ensure he could carry on his work. A modified **Long Marksman's Recon Syringer** can be found in the room alongside the items in the Office Loot Table. After clearing the area, characters can spend 10 minutes and make a **PER + Survival** test at difficulty 3 to find a number of items equal to the minimum number listed in the Office Loot Table. The possible items are listed for each category. Action Points can be spent after each roll to find an additional item from the same table category, up to the maximum limit for the category.

Office Loot Table

CHEMS	CLOTHING	ODDITIES	WEAPONS
6-10 (Berry Mentats, Bufftats, Calmex, Day Tripper, Overdrive, Psychobuff, X-Cell, Super Stimpack x2, Grape Mentats)	1 (Labcoat)	2 (Unstopabbles 'Dr Brainwash and His Army of De-Capitalists, Tumblers Today 'Open Any Lock in 5 Seconds Flat')	1 (Extended Ripper)

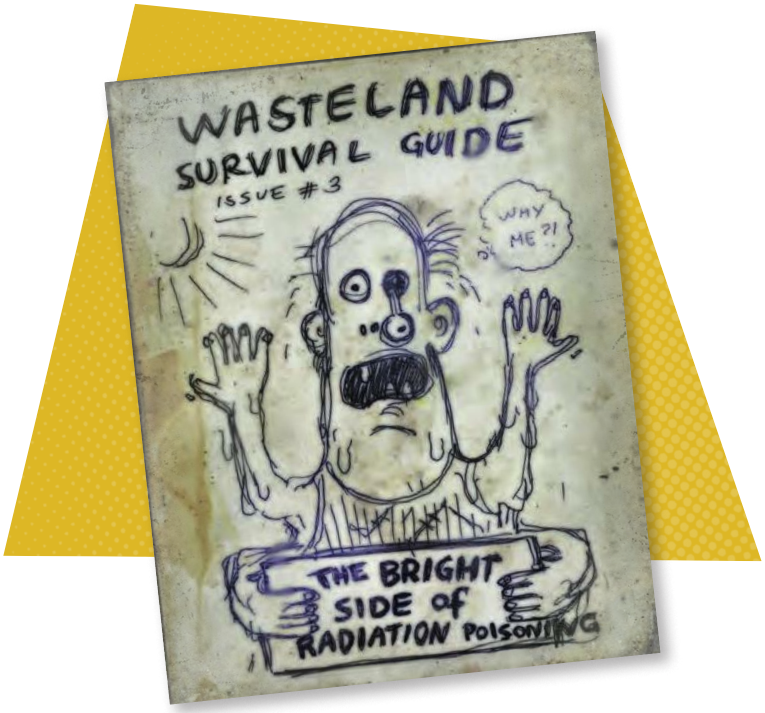
- **Patient Rooms:** A set of locked, padded rooms with deep tears in the walls, forgotten corpses and little more. Whilst the rooms offer no items, the bodies can be taken to the Surgical Suite and placed onto a table, causing the extraction devices to activate and withdraw 4 additional doses of **Compound 451-A** from the body. One of the bodies does happen to clutch a **Security Terminal Password** in their hands.

LOOT

The Laboratory is a Large location and Mostly Searched. After clearing the Laboratory, characters can spend 2 hours and make a **PER + Survival** test with a difficulty of 2 to find a number of items equal to the minimum number listed in the Laboratory Loot Table. The possible items are listed for each category. Action Points can be spent after each roll to find an additional item from the same table category, up to the maximum limit for the category.

Laboratory Loot Table

CLOTHING	CHEMS	JUNK	ODDITIES
2 (Lab Coat, Hazard Suit)	6 (Buffout, Psycho, Psychobuff, Overdrive)	4 (52 Junk)	2-6 (Recon Sensors, Ro bot Repair Kit, First Aid Kit, Diagnosis Mod, Deluxe Toolkit, Behavioral Analysis Mod)



Nuka Cola

★ *Chapter Three* ★

NEW PERKS

PERKS . . . 44

Chapter 3

NEW PERKS

PERKS

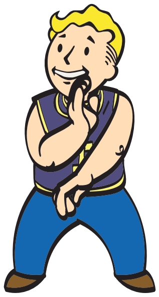
STRENGTH PERKS

BLOCKER

Ranks: 3

Requirements: STR 6, Level 1+

At rank 1, when you are struck by a melee attack, count your Physical damage resistance or Energy damage resistance (according to the attack's damage) as +1 higher. At rank 2, this extra resistance increases to +2. At rank 3, it increases to +3.



Each time you take this perk, the level requirement increases by 5.

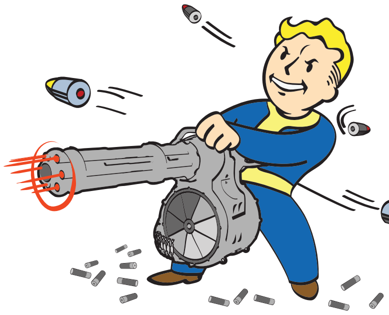
BULLET SHIELD

Ranks: 3

Requirements: STR 8, Level 8+

When you are wielding a big gun, increase your damage resistance by +2. At rank 2, this increases to +3. At rank 3, this increases to +4.

Each time you take this perk, the level requirement increases by 6.



GLADIATOR

Ranks: 3

Requirements: STR 6, Level 2+

When you are wielding a one-handed melee weapon, increase the weapon's damage by +1 🎲. At rank 2, this increases to +2 🎲. At rank 3, this increases to +3 🎲.

Each time you take this perk, the level requirement increases by 5.

INCISOR

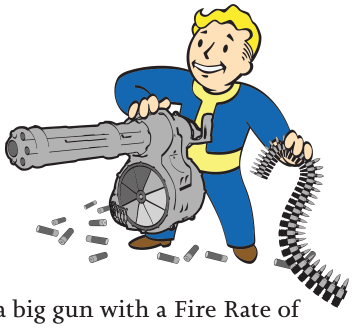
Ranks: 2

Requirements: STR 6, Level 2+

When you are wielding a melee weapon, the weapon gains the Piercing 1 damage effect, or adds +1 to the rating of any Piercing X damage effect the weapon already had. At rank 2, this increases to Piercing 2, or adding +2 to any Piercing X damage effect the weapon already had.

Each time you take this perk, the level requirement increases by 9.

LOCK AND LOAD

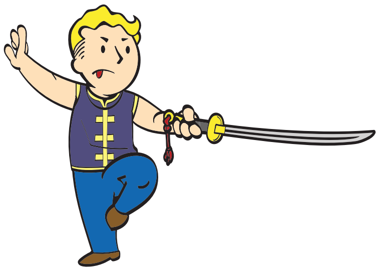


Ranks: 3
Requirements: STR 7, Level 7+

When you are wielding a big gun with a Fire Rate of 2 or higher, the weapon's Fire Rate is increased by +1. At rank 2, the weapon's Fire Rate is increased by +2 instead.

Each time you take this perk, the level requirement increases by 5.

MARTIAL ARTIST



Ranks: 1
Requirements: STR 6, Level 8+

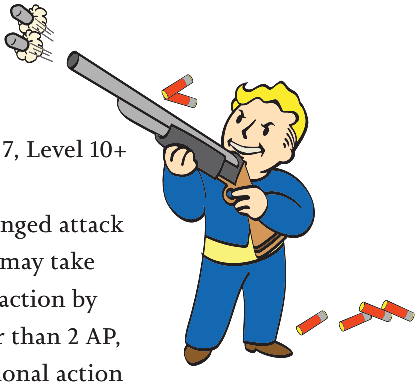
When you make a melee attack, you may take an additional major action by spending 1 AP rather than 2 AP, so long as this additional action is *also* a melee attack with the same weapon or another currently equipped weapon.

PACK RAT

Ranks: 1
Requirements: STR 6, Level 4+

Junk items you carry count as half of their listed weight..

SCATTERSHOT



Ranks: 1
Requirements: STR 7, Level 10+

When you make a ranged attack with a shotgun, you may take an additional major action by spending 1 AP rather than 2 AP, so long as this additional action is *also* a ranged attack with the same shotgun.

STURDY FRAME

Ranks: 3
Requirements: STR 8, Level 5+

Armor you are wearing—except for Power Armor—counts as three-quarters of its listed weight. At rank 2, armor worn counts as half its listed weight. At rank 3, armor worn counts as one-quarter its listed weight.

Each time you take this perk, the level requirement increases by 8.

PERCEPTION PERKS

ARCHER

Ranks: 3
Requirements: PER 6, Level 1+

When you are wielding a bow or crossbow, increase the weapon's damage by +1. At rank 2, this increases to +2. At rank 3, this increases to +3.

Each time you take this perk, the level requirement increases by 7.

BOW BEFORE ME

Ranks: 1
Requirements: PER 8, Level 4+

When you are wielding a bow or crossbow, the weapon gains the Piercing 1 damage effect, or adds +1 to the rating of any Piercing X damage effect the weapon already had.

BUTCHER'S BOUNTY

Ranks: 3

Requirements: PER 8, Level 3+

When you successfully butcher a dead animal, you may roll +1🎲, and find additional portions of meat (as noted in the creature's stat block) equal to the total rolled. At rank 2, this increases to +2🎲. At rank 3, this increases to 3🎲.

Each time you take this perk, the level requirement increases by +5.

CRACK SHOT

Ranks: 2

Requirements: PER 7, Level 7+

When you make a ranged attack with a one-handed ranged weapon, and you aimed before the attack, the weapon's range increases by one step (i.e., from Close to Medium, or from Medium to Long). At rank 2, the weapon also gains the Accurate quality if it didn't possess it already.

Each time you take this perk, the level requirement increases by +7.

FIRE IN THE HOLE

Ranks: 1

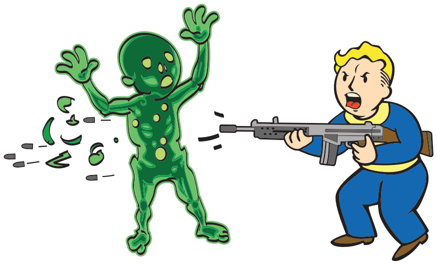
Requirements: PER 8, Level 8+

When you make a ranged attack with a thrown weapon with the Blast quality, the base difficulty of the attack is 1, rather than 2.

GLOW SIGHT

Ranks: 3

Requirements: PER 8, Level 3+



When you make an attack against a Glowing enemy, you inflict +1🎲 damage. At rank 2, this increases to +2🎲. At rank 3, this increases to +3🎲.

Each time you take this perk, the level requirement increases by +8.

NIGHT EYES

Ranks: 1

Requirements: PER 8, Level 7+

When you are trying to avoid attention or hide from an enemy, you may ignore difficulty increases to tests caused by poor lighting or darkness.

ENDURANCE PERKS

CANNIBAL

Ranks: 3
Requirements: END 8, Level 10+, not a robot

You may attempt to butcher a dead human, requiring an **END + Survival** test with a difficulty of 0. Success yields one portion of human flesh, which you may immediately consume. To you, human flesh counts as a food item which restores 4 HP and is Irradiated (roll 1🎲 and suffer 1 Radiation damage if an Effect is rolled). Consuming human flesh is regarded as abhorrent by most people and is a crime in most settlements. At rank 2, you may also butcher ghouls in this way. At rank 3, you may also butcher super mutants in this way.

Each time you take this perk, the level requirement increases by +9. Super mutants may ignore the level requirement for the first rank only.

Dark Cravings

Cannibalism can be addictive: after consuming human flesh, roll 🎲 equal to the number of times you've eaten human flesh this session. If two or more Effects are rolled, you are addicted.

While addicted, no food will satisfy your hunger other than human flesh (which moves you immediately to the sated state) and after four hours of being sated, you immediately gain 1 Fatigue and become starving, skipping the intervening states.

This can be cured in the same way as other addictions.

COLA NUT

Ranks: 1
Requirements: END 6, Level 14+, not a robot

When you drink a Nuka-Cola beverage, you regain twice as many HP as normal.

DROMEDARY

Ranks: 1

Requirements: END 7, Level 3+, not a robot

When you drink a beverage, it moves your Thirst state back up towards quenched by one more step than normal (i.e., by two steps, or by three if you drink purified water).

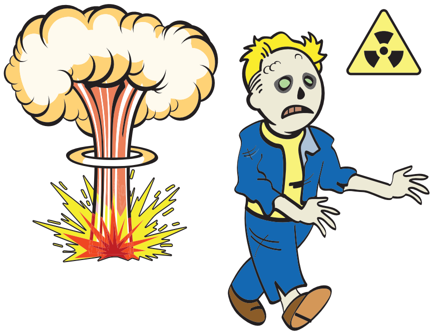
FIREPROOF

Ranks: 3
Requirements: END 6, Level 7+

You gain +1 Energy damage resistance against Flamers, Molotov Cocktails, and other fire-based weapons, as well as any weapons with the Blast quality. At rank 2, this increases to +2. At rank 3, this increases to +3.

Each time you take this perk, the level requirement increases by +7.

GHOULISH



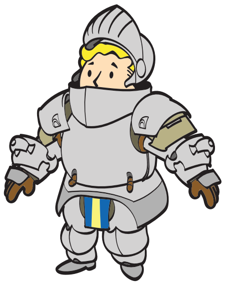
Ranks: 3
Requirements: END 9, Level 7+, not a ghoul or robot

Like a ghoul, your body heals when you're exposed to radiation. You regain 1 HP for every 4 Radiation damage you suffer. At rank 2, you instead regain 1 HP for every 3 Radiation damage you suffer. At rank 3, you instead heal 1 HP for every 2 Radiation damage you suffer. Your maximum HP is still reduced by Radiation damage.

Each time you take this perk, the level requirement increases by +8.

IRONCLAD

Ranks: 3
Requirements: END 7, Level 5+

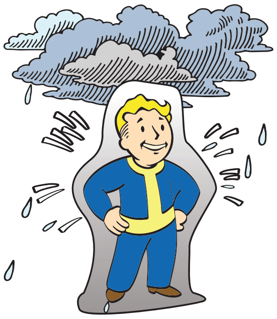


While wearing armor (except Power Armor), add +1 to your Physical damage resistance and Energy damage resistance. At rank 2, this increases to +2. At rank 3, this increases to +3.

Each time you take this perk, the level requirement increases by +5.

NATURAL RESISTANCE

Ranks: 1
Requirements: END 7, Level 10+



Breathing in toxic fumes and sleeping rough on the ground no longer poses a risk for you to catch a disease.

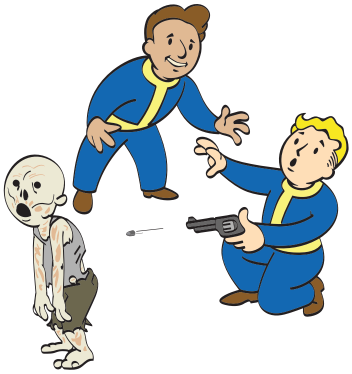
RADICOOL

Ranks: 1
Requirements: END 6, Level 12+, not immune to Radiation

When you have Radiation damage equal to one-quarter or more of your maximum HP, you may re-roll 1d20 on all STR-based tests and add +1🎲 to the damage of your melee attacks. If you have Radiation damage that equals half or more of your maximum HP, these bonuses increase to re-rolling up to 2d20 on STR-based tests and adding +2🎲 to melee attack damage. If you have Radiation damage equal to three-quarters of your maximum HP, you may re-roll up to 3d20 on STR-based tests and add +3🎲 to melee attack damage.

REVENANT

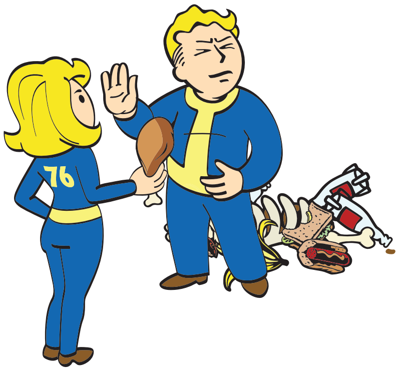
Ranks: 1
Requirements: END 8, Level 12+



When you are revived, increase the damage of all your attacks by +2🎲 for the remainder of the scene, or until you are reduced to 0 HP again.

SLOW METABOLIZER

Ranks: 1
Requirements: END 7, Level 5+, not a robot



When you eat a food item, it moves your Hunger state back up towards full by one more step than normal (i.e., by two steps for uncooked food, or by three for cooked food).

THIRST QUENCHER

Ranks: 1
Requirements: END 7, Level 6+

Drinking dirty water no longer poses a risk for you to catch a disease.

VACCINATED

Ranks: 1
Requirements: END 7, Level 16+

Taking damage from the claws or bite of a mammal, lizard, or insect no longer poses a risk for you to catch a disease.

CHARISMA PERKS

BLOODSUCKER

Ranks: 1
Requirements: CHA 6, Level 11+

Consuming a Blood Pack (including Glowing Blood Packs and Irradiated Blood) now heals twice as many HP and moves your Thirst state back up towards quenched by one step. When consuming Irradiated Blood, you now only roll 1 to determine Radiation damage.

RESPONDER

Ranks: 3
Requirements: CHA 8, INT 7, Level 9+

When you succeed at a First Aid action in combat to stabilize a dying ally, you no longer need to spend 1 AP to wake them from unconsciousness. In addition, the patient heals 2 HP at the start of their next turn. At rank 2, they heal 4 HP at the start of their next two turns. At rank 3, they heal 6 HP at the start of their next three turns.

Each time you take this perk, the level requirement increases by +7.

FIELD SURGEON

Ranks: 1
Requirements: CHA 8, INT 8, Level 15+

When you use a Stimpak (including Diluted Stimpak or Super Stimpak) as part of a First Aid action, you may heal 3 HP per AP spent. When you use RadAway (including diluted RadAway) as part of a First Aid action, you may remove one additional Radiation damage per AP spent.

HAPPY GO LUCKY

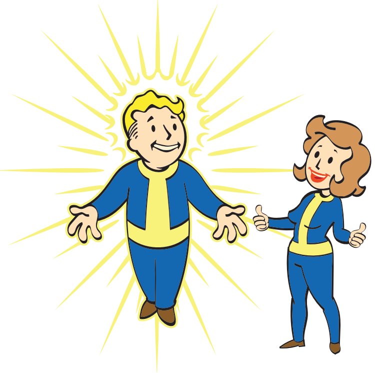
Ranks: 1
Requirements: CHA 9, Level 17+

The first time in a scene when you consume an alcoholic beverage, regain 1 Luck point, up to your normal maximum number of Luck points.

Each time you take this perk, the level requirement increases by +6.

HEALING HANDS

Ranks: 1
Requirements: CHA 8, INT 7, Level 18+

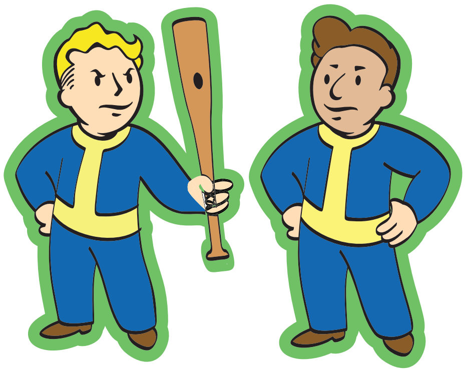


When you succeed at a First Aid action in combat to stabilize a dying ally, that ally also removes Radiation damage equal to your Medicine skill rank.

OVERLY GENEROUS

Ranks: 1
Requirements: CHA 7, Level 12+, not immune to radiation

When you have Radiation damage equal to or greater than one-quarter your maximum HP, your melee attacks gain the Radioactive damage effect.



SPIRITUAL HEALER

Ranks: 3

Requirements: CHA 7, Level 6+

When you succeed at a First Aid action to stabilize a dying ally, you regain 1 HP. At rank 2, you regain 2 HP, and a further 2 HP at the start of your next turn. At rank 3, you regain 3 HP, and you regain 3 HP at the start of your next two turns.

Each time you take this perk, the level requirement increases by +9.

SUPPRESSOR

Ranks: 3

Requirements: CHA 6, Level 10+

When you successfully attack an enemy, you may spend 1 AP to suppress them until the end of their next turn. A suppressed enemy reduces the damage they inflict with their attacks by 1 🎲. At rank 2, a suppressed enemy reduces the damage they inflict by 2 🎲. At rank 3, a suppressed enemy reduces the damage they inflict by 3 🎲.

Each time you take this perk, the level requirement increases by +10.

TENDERIZER

Ranks: 3

Requirements: CHA 7, Level 8+

When you hit an enemy with a melee or ranged attack, you may spend 1 AP to make them vulnerable until the end of their next turn. While vulnerable, any attack made against that enemy is increased by +1 🎲. At rank 2, a vulnerable enemy increases damage they receive by +2 🎲. At rank 3, a vulnerable enemy increases damage they receive by +3 🎲.

Each time you take this Perk, the level requirement increases by +10.

INTELLIGENCE PERKS

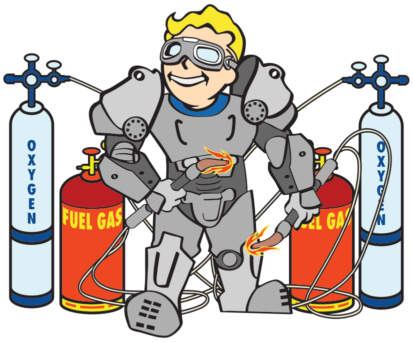
LICENSED PLUMBER

Ranks: 1

Requirements: INT 6, Level 5+

Pipe weapons you use do not have the Unreliable quality.

POWER PATCHER



Ranks: 3

Requirements: INT 6, Level 5+

When you repair the HP of a piece of Power Armor, repair an additional 2 HP. At rank 2, this increases to 3 HP. At rank 3, this increases to 4 HP.

Each time you take this perk, the level requirement increases by +7

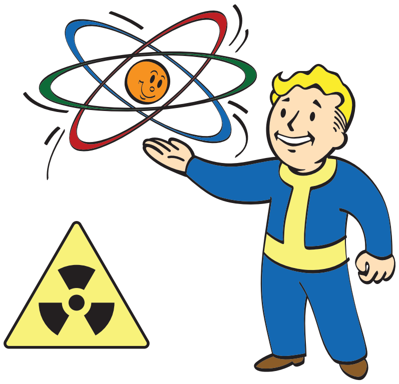
POWER USER

Ranks: 3

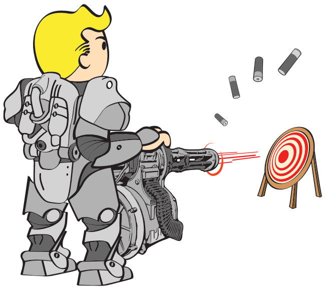
Requirements: INT 9, Level 10+

Fusion Cores you use now contain 3 additional charges. At rank 2, this increases to 6 additional charges. At rank 3, this increases to 10 additional charges.

Each time you take this perk, the level requirement increases by 10.



STABILIZED



Ranks: 1
Requirements:
INT 7, Level 16+

When you're wearing Power Armor, you may re-roll 1d20 on any attack made with the Big Guns skill, and any big gun you wield gains Piercing 1, or add +1 to any Piercing X damage effect the weapon already had.

AGILITY PERKS

BORN SURVIVOR

Ranks: 3
Requirements: AGI 8, Level 3+

When you suffer damage that would reduce your HP to below one-quarter of your maximum HP, you may automatically use a Stimpak (including a Diluted Stimpak or Super Stimpak). You may do this once per scene. At rank 2, you may do this 2 times per scene. At rank 3, you may do this 3 times per scene.

Each time you take this perk, the level requirement increases by 8.

DEAD MAN SPRINTING

Ranks: 1
Requirements: AGI 7, Level 8+

When you take the Sprint action, if your current HP is below half of your maximum HP, you may spend 1 AP to move one additional zone.

ESCAPE ARTIST

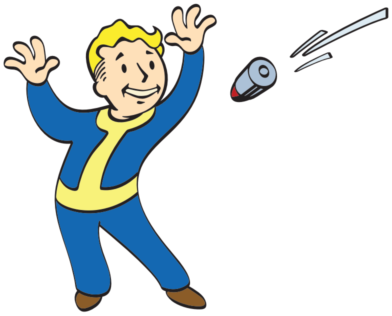
Ranks: 1
Requirements:
AGI 8, Level 15

During combat, if no enemy can see you when you start your turn, you may attempt an **AGI + Sneak** test to hide: the difficulty is the number of enemies within Medium range of you. Once hidden, the enemy no longer knows where you are; they may continue to search for you. In addition, enemies do not receive any bonuses to detect you if you take the Sprint action.

EVASIVE

Ranks: 1
Requirements: AGI 7, Level 7+

Your Physical damage resistance and Energy damage resistance on all hit locations increase based on your Agility. You do not gain this benefit while wearing Power Armor or while encumbered.



AGI 7-8: +1 Physical damage resistance and Energy damage resistance

AGI 9-10: +2 Physical damage resistance and Energy damage resistance

AGI 11+: +3 Physical damage resistance and Energy damage resistance

GOAT LEGS

Ranks: 3
Requirements: AGI 7, Level 7+

You have +2 Physical damage resistance against falling damage. At rank 2, this increases to +4. At rank 3, this increases to +6.

Each time you take this perk, the level requirement increases by 5.

MODERN RENEGADE

Ranks: 3
Requirements: AGI 7, Level 8

When you make an attack with a one-handed ranged weapon and *don't* aim, a successful attack scores one additional AP, which may not be saved. At rank 2, this increases to 2 additional AP. At rank 3, this increases to 3 additional AP.

Each time you take this perk, the level requirement increases by 5.

SECRET AGENT

Ranks: 3
Requirements: AGI 9, Level 7

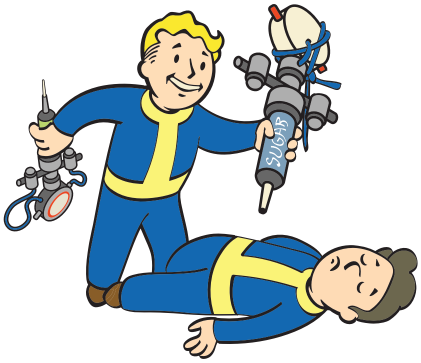
When you use a Stealth Boy, it lasts for one additional turn. At rank 2, this increases to 2 additional turns. At rank 3, this increases to 3 additional turns.

Each time you take this perk, the level requirement increases by 5.

LUCK PERKS

DRY NURSE

Ranks: 1
Requirements: LCK 8, Level 13+



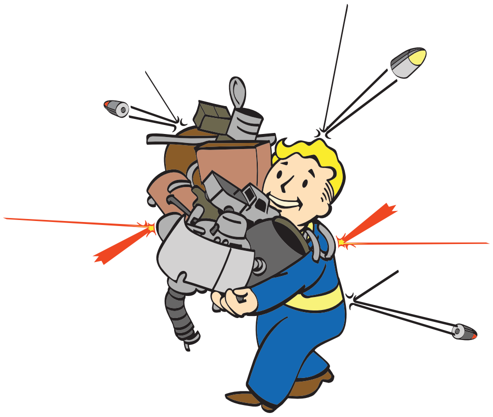
When you succeed at the First Aid action in combat to stabilize a dying ally and you used a Stimpak as part of that action, roll 1 🎲. If you roll an Effect, the Stimpak is not used up by the action, and can be used again.

JUNK SHIELD

Ranks: 3
Requirements: LCK 7, Level 1+

For every 5 items of Junk you are carrying, add +1 to your Physical damage resistance and Energy damage resistance. The maximum bonus to your Physical damage resistance and Energy damage resistance is equal to your rank in this perk. You do not gain this additional Physical damage resistance or Energy damage resistance while wearing Power Armor.

Each time you take this perk, the level requirement increases by 8.



MYSTERIOUS SAVIOR

Ranks: 1
Requirements: LCK 7, Level 1+

From time to time, a Mysterious Savior comes to your aid, with lethal results. At the start of a combat encounter, you may spend 1 Luck point. If you do so, then the first time during the scene you start dying, the GM may have the Mysterious Savior appear, revive you, and then vanish. If you spend a Luck point and the Mysterious Savior does not appear, the GM must refund the Luck point you spent.

When the stranger revives you, they immediately stabilize you as if they had succeeded at a First Aid action. You are restored to consciousness, regain 4 HP, as if a Stimpak had been used on you, and are able to act again during the scene.

PSYCHOPATH

Ranks: 3
Requirements: LCK 8, Level 11+

When you kill an enemy, roll a number of 🎲 equal to your rank in this perk. For each Effect rolled, regain 1 Luck point, up to your maximum Luck points.

Each time you take this perk, the level requirement increases by 6.

SERENDIPITY

Ranks: 3
Requirements: LCK 7, Level 5+

When your current HP is below one-third of your maximum HP, whenever you are attacked, you may spend 1 Luck point before any dice are rolled to have the attack miss. You may do this a number of times per scene equal to your rank in this perk.

Each time you take this perk, the level requirement increases by 6.

STORM CHASER

Ranks: 1
Requirements: LCK 6, Level 15+

When it is raining, or during a rad storm, you regain 1 HP at the start of each of your turns in combat. Out of combat, you regain HP equal to half your Luck score (rounded up) every hour of rain.

VAULT-TEC

★ Chapter Four ★

EQUIPMENT

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Chapter 4

EQUIPMENT

NEW DAMAGE EFFECTS

Some of the weapons presented in this section operate in ways that aren't really covered by the rules in ***Fallout: The Roleplaying Game Core Rulebook***.

DAMAGE EFFECTS

Damage effects are traits that affect how a weapon inflicts damage. When you roll one or more Effects in a damage roll, all your weapon's damage effects are triggered. Some damage effects are based on the number of ☺ symbols which appear in your result, as described in each entry.

Each weapon lists its damage effects immediately after its damage rating.

- **Arc:** Each Effect rolled automatically hits one additional target within Close range of the primary target. Each additional target suffers half the rolled damage (rounded up). *Unlike Burst, this does not cost additional ammunition.*
- **Freeze:** Enemies hit by this attack will be Frozen if the number of Effects rolled are equal to or more than half the target's **END** (or half the target's **BODY** for Creatures). A Frozen creature cannot take actions on its next turn.

QUALITIES

Qualities are rules which describe how a weapon operates, and how it differs from other weapons.

- **Ammo-Hungry (X):** The weapon consumes ammo at a much higher rate than other weapons. Each time the weapon is fired, it spends X ammo, rather than 1. In addition, extra damage requires spending X ammo per +1☺, with a maximum number of ☺ equal to the weapon's Fire Rate. Additional uses of ammunition, such as the Burst damage effect, also spend X ammo for every 1 ammo that would normally be spent.
- **Bombard:** The weapon can deliver a series of explosions over a wide area. This functions identically to the **Blast** quality, with one addition: When an attack is made with the weapon, you may spend additional ammunition to target additional zones. Each additional zone requires that 2 ammunition be spent, and additional zones **must** be adjacent to the initial target zone. Ammunition spent to target additional zones is limited by the weapon's Fire Rate.
- **Delay (X):** The weapon operates on a timer or fuse, and will not detonate immediately. A Thrown **Delay** weapon can be thrown normally to the target location, while other **Delay** weapons may be placed in their desired location. A Delay (1) weapon detonates at the start of the first round after it is thrown or otherwise triggered. A Delay (2) weapon detonates at the start of the round after that, and so on.

- **Placed:** The explosive device is placed in a specific location and set to detonate, often either with the **Delay (X)** quality or the **Remote** quality. Placing the explosive requires a **PER + Explosives** test with a difficulty of 1; this increases to 2 if you've been attacked since your last turn. Failure means the bomb hasn't been set properly and will not detonate (or, if a complication is rolled, may have been set improperly, and may detonate unexpectedly). Success means the bomb has been set up properly.
- **Recoil (X):** This weapon has a particularly ferocious 'kick' when it fires, which might be too much for weaker users. If the user's **STR** score is less than X, then all attacks with the weapon increase in difficulty by 1. You may ignore this effect if you wield the weapon two-handed, or if the weapon is already two-handed, by bracing it against a solid object or a bipod.
- **Slow Load:** The weapon loads especially slowly. After this weapon has been fired, you must spend a minor action to reload the weapon before it can be fired again.
- **Surge:** The weapon is especially damaging to machines like robots and powered Armor. The weapon gains the **Vicious** damage effect against Robots, enemies in Power Armor, and other mechanical or electronic targets (like turrets).

AMMUNITION

The ammunition that is available is all well and dandy, with all those pistol rounds, rifle magazines, and fancy electromagnetic cartridges, but perhaps it is time to go a little medieval on your enemies. Even things from out of this world can carry that title, though some are a bit more volatile than originally anticipated.

AMMUNITION TYPE	QUANTITY FOUND	WEIGHT	COST	RARITY
.357 Magnum	6+3	<1	2	1
12.7mm	6+3	<1	2	2
9mm	10+5	<1	1	0
.50 Ball	4+2	<1	1	3
25mm Grenade	2+1	<1	8	4
40mm grenade round	2+1	<1	20	4
Alien Power Cells	4+2	<1	5	5
Alien Power Module	3+1	<1	10	6
Arrow	6+4	<1	2	1
Crossbow Bolt	4+4	<1	3	2
Plasma Core	1	4	200	5

.357 MAGNUM

The .357 Magnum round, a Magnum handgun cartridge manufactured by Big Chief, has a significant powder load making it a very powerful cartridge for a pistol round, and acceptable for use in carbine-length lever-action rifles.

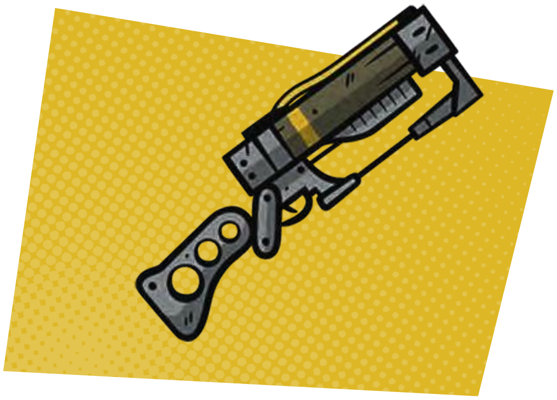
12.7MM

The Hauer Premium Show Stopper 12.7mm civic defense round is a large pistol round. In essence, these rounds consist of a big flat bullet in a straight case, with a rebated rim.

While they have an identical bullet diameter to the .50 caliber rifle round, the much smaller case means it holds less powder and can be safely used in man-portable auto-loading weapons.

9MM

Before the Great War, 9mm was the preferred type of ammunition for small weapons in the American Southwest, while the military and the Eastern and Western Seaboards tended to favor the more powerful 10mm ammunition. 9mm ammunition is lightweight and widely available, but has a reputation for being insufficiently deadly.



.50 BALL

.50 caliber ball ammunition is a half-inch lead ball used in muzzleloading weapons such as old-fashioned muskets. A separate charge of black gunpowder must also be loaded, as this old-timey ammunition doesn't contain its own propellant.

Special: In game terms, the need to provide gunpowder alongside .50 ball ammunition is ignored – assume that, whenever you find .50 ball ammunition, you find an appropriate amount of gunpowder too.

40MM GRENADE

Smaller than a conventional hand grenade, but comparably lethal, a 40mm grenade is designed to be launched from most common grenade launchers, allowing them to be fired with reasonable accuracy over long distances.

When found by a character with the Scavenger perk, roll only +1 per Rank, rather than the normal bonus amount.

25MM GRENADE

An unusual form of launched grenade, the 25mm grenade has a smaller yield than the more common 40mm, but its lighter weight allows it to be fired from smaller launchers, or to be fired at a higher rate.

ACID CONCENTRATE

Acid concentrate is a concentrated solution resulting in a highly corrosive chemical compound that must be contained in a glass container to prevent corrosion of the weapon.

ALIEN POWER CELLS

Precision-engineered cylinders of glowing blue crystal that seem to hold some kind of energy. They're used by a number of alien weapons.

ALIEN POWER MODULE

A container with an unknown compound that is identified as blue energy. Only alien weaponry is generally capable of harnessing and utilizing this energy similar to how fusion cells operate.

ARROW

A long, stiff, straight shaft generally made of wood or other lightweight materials with a sharp and weighted tip, opposite of stabilizers. Unlike most ammunition, arrows have a chance of being recovered once launched.

CROSSBOW BOLT

A bolt is more like a dart in design, having the key arrow elements of having a sharp tip opposite of stabilizers. Unlike most ammunition, bolts have a chance of being recovered once launched.

A bolt designed for use with crossbows. Like arrows, crossbow bolts can usually be recovered from slain enemies.

Types of Arrows and Bolts

AMMO NAME	EFFECT	COST	RARITY
Cryo	With a special container of liquid nitrogen, the weapon spreads this cold element on impact. The weapon gains the Freeze damage effect.	+8	+3
Explosive	Tipped with explosive materials, this arrow detonates on impact. The weapon loses the Suppressed weapon quality and gains the Blast weapon quality.	+6	+2
Flaming	With flammable materials, this arrow ignites on impact. The weapon gains the Persistent (Energy) damage effect.	+2	+1
Serrated	Carefully shaped tip increases the penetration force of the arrow and leaves serious wounds. The weapon gains the Persistent (Physical) and Piercing 1 damage effects.	+4	+1
Plasma	Rigged with a modified fusion cell, the energy is released on impact. The weapon inflicts +2 ☺ damage and inflicts both Physical and Energy damage; the damage is reduced by whichever of Physical or Energy damage resistance the target has less of.	+9	+4
Poison	Dipped in poison, the tip of the arrow infects organic material. The weapon gains the Persistent (Poison) damage effect.	+3	+1

PLASMA CORE

Like the smaller plasma cartridges, these devices combine power supply and fuel: each one contains both a compact, specialized fusion core, and a reservoir of the chemical which is transformed into the plasma that the weapon fires. Plasma cores are exclusively used by the Gatling Plasma, and each one contains 500 shots for that weapon. Note that, as a Gatling Plasma is a Gatling weapon, it consumes ammunition at ten times the normal rate.

The Scrounger perk cannot increase the number of Plasma Cores found.

SYRINGER AMMO

Scrappers and scavengers are forever finding new and exciting ways to cause as much harm as possible, the Syringer is a perfect example of ingenuity turned to causing as much distress as possible.

AMMO NAME	EFFECT	COST
Cazadores Sting	The weapon adds +2 ☺ damage and gains the Persistent (poison) damage effect	75

SD
Super-Duper Mart

WEAPONS

SMALL GUNS

NAME	WEAPON TYPE	DAMAGE RATING	DAMAGE EFFECTS	DAMAGE TYPE	FIRE RATE	RANGE	QUALITIES	WEIGHT	COST	RARITY
.357 Magnum Revolver	Small Guns	5	Vicious	Physical	1	C	Close Quarters, Reliable	2	110	2
12.7mm Pistol	Small Guns	6	-	Physical	1	C	Close Quarters, Recoil (7)	4	400	4
12.7mm SMG	Small Guns	5	Burst	Physical	3	C	Inaccurate, Recoil (7), Two-Handed	5	510	4
25mm Grenade APW	Small Guns	4	-	Physical	1	L	Blast, Two-Handed	8	420	4
9mm Pistol	Small Guns	3	-	Physical	2	C	Close Quarters, Concealed, Reliable	2	50	2
Anti-Materiel Rifle	Small Guns	8	Vicious	Physical	0	L	Reliable, Two-Handed, Recoil (8)	20	560	4
Battle Rifle	Small Guns	7	Piercing 1	Physical	1	M	Reliable, Two-Handed	10	150	3
Black Powder Blunderbuss	Small Guns	7	Vicious	Physical	0	C	Close Quarters, Inaccurate, Recoil (7), Slow Load	3	90	3
Black Powder Pistol	Small Guns	7	Vicious	Physical	0	C	Recoil (7), Slow Load	3	60	3
Black Powder Rifle	Small Guns	8	Vicious	Physical	0	M	Recoil (7), Slow Load	6	60	3
Gauss Pistol	Small Guns	8	Piercing 1	Physical	1	M	-	6	334	5
Gauss Shotgun	Small Guns	7	Piercing 1, Spread	Physical	0	C	Ammo-Hungry (10), Two-Handed	14	400	5
Lever-Action Rifle	Small Guns	7	Piercing 1	Physical	0	M	-	9	201	3
Light Machine Gun	Small Guns	5	Burst	Physical	4	M	Inaccurate, Recoil (8), Two-Handed	15	150	3
Pump-Action Shotgun	Small Guns	5	Spread	Physical	1	C	Inaccurate, Two-Handed	11	70	1
Radium Rifle	Small Guns	4	Radioactive	Physical	3	M	Two-Handed	11	110	3
Sniper Rifle	Small Guns	7	Piercing 1	Physical	0	L	Accurate, Two-Handed	10	300	4

.357 REVOLVER

Ammunition: .357 Magnum

A single-action revolver chambered for .357 magnum (though ones using .38 special rounds also exist). Not as potent as the feared and respected .44 revolver, these guns remain scattered around parts of the Wasteland due to their common use by police forces as service weapons and due to their extremely simple, durable build that makes them easy to maintain and extremely reliable.

- **Receiver:** Hair Trigger
- **Barrel:** Long Barrel
- **Magazine:** Large Magazine

12.7MM PISTOL

Ammunition: 12.7mm

A heavy-duty single-shot weapon with exceptional stopping power. Most known examples are believed to have been imported from overseas before the war. Given the weapon's punishing recoil, it can be tricky to use for those not prepared for its kick.

- **Receiver:** Calibrated, Hardened, Hair Trigger, Powerful, Advanced, Armor Piercing*, Calibrated Powerful*
- **Barrel:** Long Barrel, Ported Barrel
- **Grip:** Comfort Grip, Sharpshooter's Grip
- **Magazine:** Large Magazine, Quick-Eject Magazine
- **Sights:** Reflex Sight
- **Muzzle:** Suppressor

> "LASTLY, WAGING WAR AGAINST GOOD PEOPLE IS BAD FOR THE SOUL. THIS MAY NOT SEEM IMPORTANT TO YOU NOW, BUT IT'S THE MOST IMPORTANT THING I'VE SAID."
>
> - JOSHUA GRAHAM

12.7MM SMG

Ammunition: 12.7mm

An uncommon mixture of compact weapon and large-caliber round, the 12.7mm submachine gun features an unconventional top-mounted magazine, lying parallel to the weapon's barrel. While small and lightweight itself, the weapon's recoil and rate of fire can make it tricky to handle.

- **Receiver:** Hardened, Powerful, Armor Piercing*
- **Grip:** Full Stock, Recoil-Compensating Stock
- **Magazine:** Large Magazine
- **Sights:** Reflex Sight
- **Muzzle:** Suppressor

25MM GRENADE APW

Ammunition: 25mm Grenade

The 25mm grenade APW is a semi-automatic grenade launcher. Specifically, this weapon contains a stock magazine capacity of six grenades, a brisk rate of fire, decent accuracy and allows modifications. While the grenades are much smaller and less impactful than those found in many other grenade launchers, the weapon itself is not as cumbersome as larger grenade launchers.

- **Receiver:** Hair Trigger
- **Barrel:** Long
- **Magazine:** Large Magazine

9MM PISTOL

Ammunition: 9mm

A common sight in the California and Mojave Wastelands and used as a standard sidearm by the New California Republic Army, this model of 9mm autoloader handgun was manufactured in vast quantities before the Great War. Its light weight, ease of handling, and common ammunition makes it a popular choice for personal defense, or as a backup weapon. However, the sturdy design doesn't lend itself as well to modifications as other common weapons.

- **Receiver:** Automatic, Calibrated, Hardened, Hair Trigger, Hardened Automatic*
- **Grip:** Comfort Grip
- **Magazine:** Large Magazine
- **Sights:** Reflex Sight, Short Scope
- **Muzzle:** Suppressor

ANTI-MATERIEL RIFLE

Ammunition: .50

Utilizing an ergonomic, metallic skeleton design with a free-floating barrel, the anti-materiel rifle is a bolt-action, high-caliber precision weapon intended for use against materiel and hard targets. The weapon is designed for use at long ranges and should ideally not be fired while standing up due to the heavy recoil. Rare and highly sought-after, these guns are ideal for dealing with things like deathclaws, the larger radscorpions, and other sizeable threats… so long as you've got time to set up the first shot.

- **Receiver:** Hardened, Powerful, Hair Trigger
- **Magazine:** Large Magazine
- **Sights:** Short Scope, Long Scope, Short Night Vision Scope, Long Night Vision Scope, Recon Scope
- **Muzzle:** Suppressor

BATTLE RIFLE

Ammunition: .308

Something of a relic of old 20th-century engineering, this sturdy, gas-operated semi-automatic rifle is nevertheless a solid choice of rifle for the discerning raider or mercenary. Its old-fashioned construction makes for a durable weapon with considerable stopping power, but it isn't easily modified.

- **Receiver:** Hardened, Powerful, Hair Trigger
- **Barrel:** Long Barrel
- **Sights:** Reflex Sight, Short Scope
- **Muzzle:** Bayonet

BLACK POWDER BLUNDERBUSS

Ammunition: .50 Ball

An archaic percussion-cap firearm, of a kind possibly salvaged from museums or the collections of reenactors. They fire a heavy .50 musket ball propelled by gunpowder, and are only effective at very close ranges, but when they do hit, they can do a *lot* of damage.

BLACK POWDER PISTOL

Ammunition: .50 Ball

An archaic percussion-cap firearm, of a kind possibly salvaged from museums or the collections of reenactors. Compared to the blunderbuss, the pistol is less inaccurate and has a slightly longer effective range, but it packs no less of a punch.

KILL
OR BE
KILLED

BLACK POWDER RIFLE

Ammunition: .50 Ball

An archaic percussion-cap muzzle-loading rifle, of a kind possibly salvaged from museums or the collections of reenactors. The rifle's longer barrel gives it considerably longer range and slightly more stopping power than its smaller counterparts, but while it's fine against one or two foes, the slow rate of fire and long reload process make it inconvenient when heavily outnumbered.

- **Muzzle:** Bayonet

GAUSS PISTOL

Ammunition: 2mm EC

A handheld alternative to a full-sized gauss rifle. Despite its small size, it maintains formidable stopping power over considerable distances, and in the hands of a skilled user, it can bring down even the most durable foes.

- **Barrel:** Shielded Barrel
- **Capacitors:** Full Capacitors, Capacitor Boosting Coil
- **Sights:** Reflex Sight

GAUSS SHOTGUN

Ammunition: 2mm EC

Technically more of a volley gun than a shotgun, as it fires multiple shots from multiple barrels at once, the gauss shotgun is a rare and devastating weapon which peppers a target with hypervelocity rounds.

- **Barrel:** Shielded Barrel
- **Capacitors:** Full Capacitors, Capacitor Boosting Coil

LEVER-ACTION RIFLE

Ammunition: .308

As the name suggests, a lever-action rifle uses a lever to cycle the weapon's action; this is typically part of the trigger guard, allowing the shooter to cycle the action with minimal effort or movement. Though this slows the rate of fire, it's a reliable design that stands up to use, time, and nuclear war.

- **Receiver:** Calibrated, Hardened, Powerful, Advanced, Calibrated Powerful*, .357 Receiver
- **Barrel:** Long Barrel, Ported Barrel
- **Stock:** Full Stock, Marksman's Stock
- **Sights:** Reflex Sight, Short Scope, Long Scope, Short Night Vision Scope, Long Night Vision Scope
- **Muzzle:** Suppressor

LIGHT MACHINE GUN

Ammunition: 5.56mm

The light machine gun is built to provide heavy firepower in a package not much larger than a typical rifle. While certainly heavier and more cumbersome than an assault rifle, it maintains a high rate of fire and can be easily modified with parts used by a variety of similar weapons, allowing the user to customize their fire support.

- **Receiver:** Calibrated, Hardened, Powerful, .308 Receiver, Calibrated Powerful*
- **Barrel:** Long Barrel, Ported Barrel, Vented Barrel
- **Magazine:** Large Magazine, Quick-Eject Magazine, Large Quick-Eject Magazine
- **Stock:** Full Stock, Recoil-Compensating Stock
- **Sights:** Reflex Sight
- **Muzzle:** Compensator, Muzzle Break

PUMP-ACTION SHOTGUN

Ammunition: Shotgun Shells

A solid and widespread design of shotgun found across the Wastelands. While it has a far larger magazine capacity than double-barreled shotguns, the slow (but distinctive) pump-action design keeps the rate of fire low compared to semi-automatic combat shotguns.

- **Receiver:** Calibrated, Hair Trigger, Hardened, Powerful, Advanced, Calibrated Powerful*
- **Barrel:** Long Barrel, Ported Barrel
- **Stock:** Full Stock, Recoil-Compensating Stock
- **Sights:** Reflex Sight
- **Muzzle:** Bayonet, Compensator, Muzzle Break, Suppressor

RADIUM RIFLE

Ammunition: .45

The Radium Rifle irradiates bullets as they are fired, causing ballistic damage, with an extra kick of radiation damage that is deadly to humans.

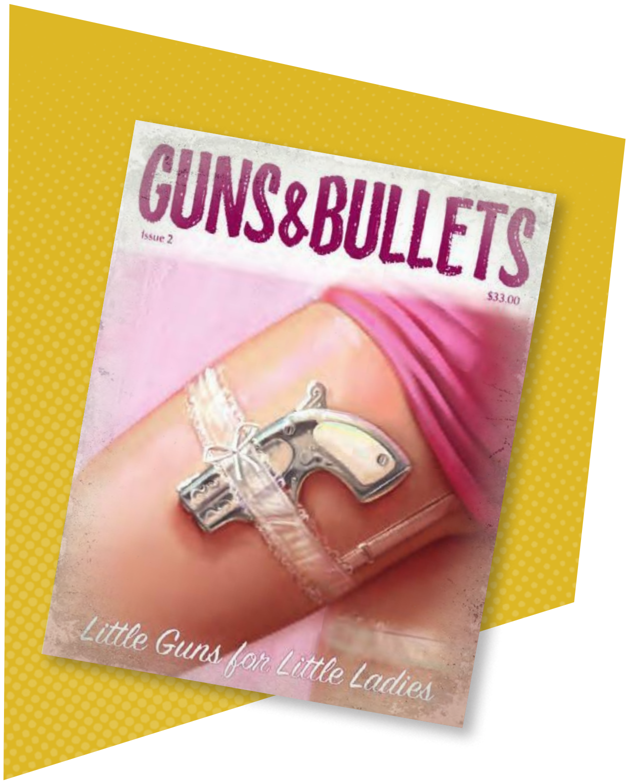
- **Receiver:** Calibrated, Hardened, Automatic, Hair Trigger, Powerful, Hardened Automatic*, Rapid Automatic*, Calibrated Powerful*
- **Barrel:** Long Barrel, Ported Barrel
- **Stock:** Full Stock, Marksman's Stock, Recoil Compensating Stock
- **Magazine:** Large Magazine, Quick-Eject Magazine, Large Quick-Eject Magazine
- **Sights:** Reflex Sight, Short Scope, Long Scope, Short Night Vision Scope, Long Night Vision Scope
- **Muzzle:** Compensator, Muzzle Break, Suppressor

SNIPER RIFLE

Ammunition: .308

A scoped rifle once designed for use by military and police forces to eliminate targets efficiently from long distances. The design incorporates many features that other weapons would be modded to have, but such built-in design means that it's difficult to alter purpose-made sniper rifles.

- **Receiver:** Calibrated, Hardened, Powerful, Calibrated Powerful*
- **Sights:** Long Scope, Short Night Vision Scope, Long Night Vision Scope
- **Muzzle:** Suppressor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Little Guns for Little Ladies

ENERGY WEAPONS

NAME	WEAPON TYPE	DAMAGE RATING	DAMAGE EFFECTS	DAMAGE TYPE	FIRE RATE	RANGE	QUALITIES	WEIGHT	COST	RARITY
Alien Atomizer	Energy Weapon	6	Vicious	Energy	3	C	Close Quarters, Reliable	3	1536	5
Alien Disintegrator	Energy Weapon	8	Vicious	Energy	2	M	Two-Handed, Reliable	7	921	5
Arc Welder	Energy Weapon	3	Stun	Energy	4	C	Surge, Two-Handed	15	370	4
Assaultron Head	Energy Weapon	5	Piercing 1	Energy	0	C	-	8	500	3
Microwave Emitter	Energy Weapon	6	Persistent, Piercing 3	Energy	1	M	Two-Handed	8	500	5
Tesla Rifle	Energy Weapon	5	Arc	Energy	2	M	Two-Handed	8	180	4

ALIEN ATOMIZER

Ammunition: Alien Power Cells

A form of alien energy pistol, found in use by the extra-terrestrial beings sometimes called “Zetans”. Encounters with these creatures are extremely rare, and their weapons are extremely potent. Nobody understands their technology well enough to modify these guns, however.

ALIEN DISINTEGRATOR

Ammunition: Alien Power Cells

A form of alien energy rifle, appearing like a space-age blunderbuss, found in use by the extra-terrestrial beings sometimes called “Zetans”. Like the smaller atomizers, the technology of these weapons is too unknown for anyone to successfully modify one of these weapons.

ARC WELDER

Ammunition: Electron Charge Packs

This odd weapon can discharge a constant, high-voltage stream of electricity. While painful and damaging to living creatures, it is especially effective against robots and enemies in Power Armor, as electricity discharges into delicate components.

ASTOUNDINGLY
AWESOME
TALES
#4
$29
INVASION OF THE ZETANS

ASSAULTRON HEAD

Ammunition: Fusion Cell

The head of an Assaultron contains a high-yield laser emitter, shielded behind sturdy Armor plating. Assaultrons use this laser to blast the enemy as they close into melee. The laser itself uses a capacitor that can build up an extremely powerful charge, but which requires considerable energy for each fully charged blast. Due to the solid design, destroyed Assaultrons sometimes have an intact head that can be used as an impromptu hand-held laser.

Special: Firing an Assaultron Head consumes two shots of ammunition each time it fires. Each capacitor mod for the Assaultron Head increases both damage and number of shots consumed. You may reduce the number of shots consumed, reducing the damage by -1☺ for each shot consumed fewer than normal (for a minimum of 4 damage and 1 shot consumed).

- **Capacitor:** Capacitor Mk III, Capacitor Mk IV, Capacitor Mk V, Capacitor Mk VI

The Capacitor mods for the Assaultron Head are unique to Assaultron Heads and **installed with the Science skill**. They are presented below, rather than later in this chapter.

CAPACITOR MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
Capacitor Mk III	Mk III	+1☺, consumes 3 shots per attack	–	+4	Robotics Expert
Capacitor Mk IV	Mk IV	+2☺, consumes 4 shots per attack	+1	+8	Robotics Expert Science! 1
Capacitor Mk V	Mk V	+3☺, consumes 5 shots per attack	+1	+12	Robotics Expert Science! 2
Capacitor Mk VI	MK VI	+4☺, consumes 6 shots per attack	+2	+16	Robotics Expert Science! 3

The recipes for these mods are below, and they can be crafted at a Weapons Workbench.

WEAPONS ITEM	COMPLEXITY	PERKS	SKILL	RARITY
Capacitor Mk III	2	Robotics Expert	Science	Uncommon
Capacitor Mk IV	3	Robotics Expert Science! 1	Science	Uncommon
Capacitor Mk V	4	Robotics Expert Science! 2	Science	Uncommon
Capacitor Mk VI	5	Robotics Expert Science! 3	Science	Uncommon

MICROWAVE EMITTER

Ammunition: Fusion Cell

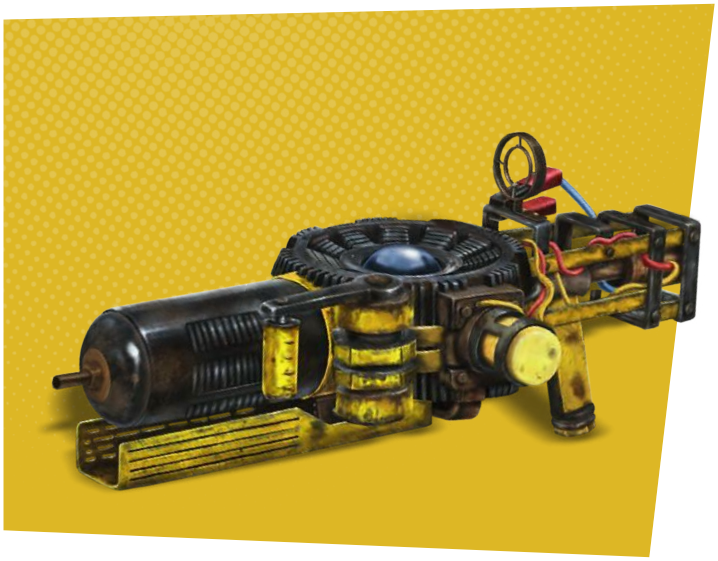
This advanced energy weapon generates intense blasts of microwave radiation. While it won't irradiate you—microwaves are non-ionizing radiation—it can cause intense burns as whatever is hit by the blast is heated up from the inside, boiling the water in your cells. And metal is little protection: the microwave blast can't effectively be dispersed by metallic objects, which heat up, produce electrical sparks, damage delicate circuitry. While extremely rare, these weapons provide a serious advantage when used against heavily armored targets.

TESLA RIFLE

Ammunition: Fusion Cell

An odd blend of advanced technology and jury-rigged components, a Tesla Rifle can shoot deadly arcs of electricity that jump from enemy to enemy, injuring anyone caught nearby.

- **Barrel:** Automatic, Splitter, Improved, Amplified Beam Splitter*, Fine-Tuned Beam Focuser*, Quantum Gyro Compensating Lens*
- **Sights:** Reflex Sight



BIG GUNS

NAME	WEAPON TYPE	DAMAGE RATING	DAMAGE EFFECTS	DAMAGE TYPE	FIRE RATE	RANGE	QUALITIES	WEIGHT	COST	RARITY
.50 Cal Machine Gun	Big Gun	7	Burst	Physical	3	M	Two-Handed, Recoil (9)	31	350	3
Auto Grenade Launcher	Big Gun	6	Breaking	Physical	2	L	Bombard, Inaccurate	30	450	4
Drone Cannon	Big Gun	8	Breaking	Energy	0	M	Ammo-Hungry (20), Blast, Inaccurate, Slow Load	18	600	5
Gatling Gun	Big Gun	3	Burst, Spread	Physical	3	M	Gatling, Inaccurate, Recoil (6), Two-Handed	20	350	1
Gatling Plasma	Big Gun	4	Burst	Physical/ Energy	4	M	Gatling, Inaccurate, Two-Handed	24	1000	4
Gauss Minigun	Big Gun	6	Burst, Piercing 1	Physical	3	L	Gatling, Two-Handed	38	912	6
Plasma Caster	Big Gun	8	Burst	Physical/ Energy	3	M	Inaccurate, Recoil (8) Two-Handed	30	700	5
Tesla Cannon	Big Gun	8	Arc, Piercing 2	Energy	0	L	Accurate, Ammo-Hungry (5), Surge, Two-Handed	24	870	5

.50 CAL MACHINE GUN

Ammunition: .50

These machine guns, chambered for the powerful .50 round, are extremely effective against infantry, materiel, lightly armored vehicles, boats, buildings, aircraft, and a wide range of other targets. This design has been in use in one form or another since long before the Great War but finds a new lease of life when carried by Power Armored fighters who can wield the cumbersome gun.

A .50 Cal Machine Gun can accept the following unique mod:

BARREL MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
Heavy Barrel	-	+1 🎲 damage, gain Vicious	+3	+35	Gun Nut 4

The recipes for these mods are below, and they can be crafted at a Weapons Workbench.

WEAPONS ITEM	COMPLEXITY	PERKS	SKILL	RARITY
Heavy Barrel	4	Gun Nut 4	Repair	Uncommon

AUTO GRENADE LAUNCHER

Ammunition: 40mm Grenade

The automatic grenade launcher (sometimes referred to as a grenade machine gun), is a belt-fed, blowback-operated, air-cooled automatic weapon designed to lay down a heavy volume of explosive ordnance and support infantry and vehicle operations. Designed for use as a crew-served weapon, the automatic grenade launcher was intended for use against a variety of targets ranging from infantry and light vehicles to fortifications and other materiel. The sheer weight of the weapon and bulk of the ammunition limited its versatility, until the advent of Power Armor. Since then, many units were converted for use on foot, rather than from a tripod.

An Auto Grenade Launcher can accept the following unique mods:

MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
BARREL MOD					
Heavy Barrel	-	+1 🎲 damage, gain Vicious	+3	+135	Gun Nut 4
Long Barrel	-	Increase Range.	+2	+45	Gun Nut 4
RECEIVER MOD					
25mm Grenade Receiver	-	Change damage to 4 🎲, +2 Fire Rate, Ammo changes to 25mm grenade	-3	+135	Gun Nut 4

The recipes for these mods are below, and they can be crafted at a Weapons Workbench.

WEAPONS ITEM	COMPLEXITY	PERKS	SKILL	RARITY
Heavy Barrel	4	Gun Nut 4	Repair	Uncommon
Long Barrel	4	Gun Nut 4	Repair	Uncommon
25mm Grenade Receiver	5	Gun Nut 4	Repair	Uncommon

DRONE CANNON

Ammunition: Alien Power Module

Found on the arms of guardian drones—a form of alien robot sometimes seen on board crashed alien spacecraft—these potent, if strange, energy weapons fire a ball of energy that acts a little like a grenade, bouncing for a few seconds before exploding.

GATLING GUN

Ammunition: 5mm

Originally referred to as "Gatling's battery gun", these weapons resemble an old-fashioned version of a minigun, with the rotating barrels operated by a hand-crank rather than an electric motor. Naturally, this means that it has a slower rate of fire than its more advanced counterpart, but the weapon is no less functional for its old-fashioned design.

A Gatling Gun can accept the following unique mods:

MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
RECEIVER MOD					
Speedy Receiver	-	+2 Fire Rate	+1	+35	Gun Nut 3
BARREL MOD					
Long Barrel	Long	Increase Range by 1 step	+2	+158	Gun Nut 4
GRIP MOD					
Comfort Grip	Comfort Grip	Remove Recoil (6)	+3	+90	Gun Nut 4
MAGAZINE MOD					
Extra-Large Magazine	-	+1 Fire Rate, Gain Unreliable.	+2	+28	Gun Nut 4
SIGHT MOD					
Front Sight Ring	Sighted	Remove Inaccurate	+2	+158	Gun Nut 4
MUZZLE MOD					
Large Bayonet	Bayoneted	Melee weapon, deals 5 Piercing 1 physical damage	+5	+18	Gun Nut 4

The recipes for these mods are below, and they can be crafted at a Weapons Workbench.

WEAPONS ITEM	COMPLEXITY	PERKS	SKILL	RARITY
Speedy Receiver	3	Gun Nut 3	Repair	Uncommon
Long Barrel	4	Gun Nut 4	Repair	Uncommon
Comfort Grip	3	Gun Nut 4	Repair	Uncommon
Extra-Large Magazine	3	Gun Nut 4	Repair	Uncommon
Front Sight Ring	2	Gun Nut 4	Repair	Uncommon
Large Bayonet	2	Gun Nut 4	Repair	Uncommon

GATLING PLASMA

Ammunition: Plasma Cartridge or Plasma Core

An evolution of plasma gun technology, the gatling plasma is a rare, potent, and costly weapon to use. Like smaller weapons of its kind, it inflicts damage through a combination of both physical impact and thermal transfer, and like other gatling weaponry, it inflicts this damage via a rapid-firing collection of rotating barrels that spray huge numbers of shots at the enemy. The relative scarcity of plasma cartridges, or extremely rare plasma cores, and the rate at which this weapon consumes ammunition, means that keeping the weapon supplied for use can be a full-time job.

Special: Plasma weapons inflict both Physical and Energy damage. Roll damage as normal, and then reduce the total by whichever of the target's damage resistances is lower out of Physical or Energy.

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PLASMA
THE WEAPON OF TOMORROW

A Gatling Plasma can accept the following unique mods:

MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
BARREL MOD					
Ported Barrel	Ported	Remove Inaccurate	+6	+81	Science! 4
GRIP MOD					
Comfort Grip	Comfort Grip	Remove Recoil (6)	+3	+90	Science! 4
SIGHT MOD					
Reflex Sight	Sighted	May re-roll hit location die	+2	+50	Gun Nut 2
NOZZLE MOD					
Beam Splitter	Scattered	Gains Spread	+3	+20	Science! 4
Beam Focuser	Focused	Increase Range by 1 step	+4	+41	Science! 4

The recipes for these mods are below, and they can be crafted at a Weapons Workbench.

WEAPONS ITEM	COMPLEXITY	PERKS	SKILL	RARITY
Speedy Receiver	3	Gun Nut 3	Repair	Uncommon
Long Barrel	4	Gun Nut 4	Repair	Uncommon
Comfort Grip	3	Gun Nut 4	Repair	Uncommon
Extra-Large Magazine	3	Gun Nut 4	Repair	Uncommon
Front Sight Ring	2	Gun Nut 4	Repair	Uncommon
Large Bayonet	2	Gun Nut 4	Repair	Uncommon

GAUSS MINIGUN

Ammunition: 2mm EC

The Gauss Minigun is a powerful, automatic ballistic weapon that rapidly fires hypervelocity 2mm rounds that deal devastating damage. Given their scarce ammunition and the sheer rate of fire it possesses—particularly when modified—this is a powerful weapon that demands a wealthy and well-supplied owner. It can even be fitted with a Tesla coil, charging rounds with electricity as they're fired.

A Gatling Gun can accept the following unique mods:

MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
BARREL MOD					
Tri-Barrel	Triple Barrel	+1 Fire Rate	+4	+91	Science! 1
Penta-Barrel	Penta Barrel	-1 🎲. Reduce Range by 1 step, +2 Fire Rate	+12	+182	Science! 1
TESLA COIL MOD					
Tesla Coil Capacitor	Tesla Capacitor	Changes damage type to Energy	+8	+91	Science! 1
Tesla Coil Dynamo	Tesla Dynamo	Changes damage type to Energy, +1 Fire Rate	+12	+136	Science! 2
SIGHT MOD					
Gunner Sight	Tactical	May re-roll hit location die	+1	+5	-

WEAPONS ITEM	COMPLEXITY	PERKS	SKILL	RARITY
Speedy Receiver	3	Science! 1	Science	Uncommon
Long Barrel	5	Science! 1	Science	Uncommon
Comfort Grip	4	Science! 1	Science	Uncommon
Extra-Large Magazine	5	Science! 2	Science	Uncommon
Front Sight Ring	2	-	Science	Common

> "HUMANITY IS SO RESILIENT,
> TO CLING TO LIFE
> DESPITE ALL OF THIS"
>
> - CURIE

PLASMA CASTER

Ammunition: Plasma Cartridge

Plasma weapons technology developed further, resulting in a variety of other, smaller, and easier-to-use weapons, but some examples of the older plasma caster remained to be rediscovered after the Great War. The weapon is more damaging and has a superior fire rate to a typical plasma rifle but pays for these advantages with a higher weight and far less accuracy.

Special: Plasma weapons inflict both Physical and Energy damage. Roll damage as normal, and then reduce the total by whichever of the target's damage resistances is lower out of Physical or Energy.

A Plasma Caster can accept the following unique mods:

MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
CAPACITOR MOD					
Calibrated Capacitor	-	Gain Vicious	+3	+140	Science! 4
Pulse Capacitor	Pulse	Gain Surge	+3	+70	Science! 3
High Speed Electrode	Rapid	+1 Fire Rate	+3	+105	Science! 3
BARREL MOD					
Long Barrel	-	Increases Range by 1 step	+5	+128	Science! 4

WEAPONS ITEM	COMPLEXITY	PERKS	SKILL	RARITY
Calibrated Capacitor	3	Science! 4	Science	Uncommon
Pulse Capacitor	4	Science! 3	Science	Uncommon
High Speed Electrode	5	Science! 3	Science	Uncommon
Long Barrel	3	Science! 4	Science	Uncommon

TESLA CANNON

Ammunition: Fusion Cell

The Tesla cannon is a shoulder-mounted directed energy weapon using technology based on designs by Nikola Tesla. The weapon entered limited production pre-War, and is a rare sight in the Wastelands, but some branches of the Brotherhood of Steel have sought out the technology and attempted to recreate it for their own needs.

BOWS

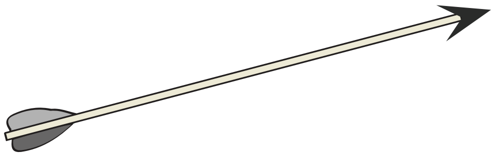
Bows are a distinct weapon type, and do not fall into any of the existing weapon categories. Ranged attacks using a Bow weapon are made with an **AGI + Athletics** test. Bows cannot be used by characters wearing Power Armor.

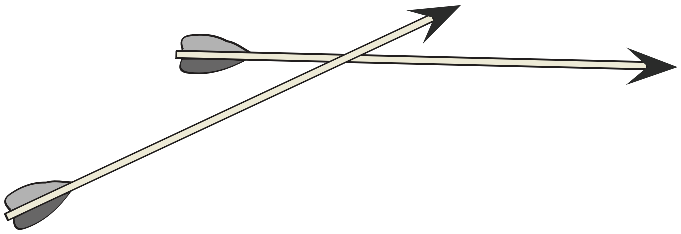
NAME	WEAPON TYPE	DAMAGE RATING	DAMAGE EFFECTS	DAMAGE TYPE	FIRE RATE	RANGE	QUALITIES	WEIGHT	COST	RARITY
Bow	Bow	3	-	Physical	2	M	Suppressed, Recoil (6), Two-Handed	3	44	1
Crossbow	Bow	5	-	Physical	0	M	Suppressed, Two-Handed, Slow Load	3	44	2

BOW

Ammunition: Arrow

A simple recurve bow, with a modest draw weight. While primitive, a bow has numerous advantages: the weapon is lightweight, ammunition can be made more easily than bullets, and shooting a bow (archery experts will insist that you don't *fire* a bow) is almost silent. Arrows can be produced with a variety of different effects as well, which makes for a versatile weapon.





A bow can accept one each of the following mods, which are unique to bows and **installed with the Survival skill:**

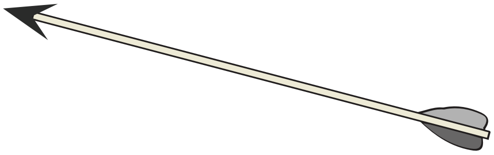
MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
FRAME MOD					
Compound Frame	Compound	+1 Damage, -1 Fire Rate, remove Recoil (6)	+1	+30	Gun Nut 1
SIGHT MOD					
Iron Sights	-	Increase Range by 1 step	+1	+10	Gun Nut 1
Glow Sights	Glow-Sighted	Increase Range by 1 step, gain Accurate	+1	+15	Gun Nut 2

WEAPONS ITEM	COMPLEXITY	PERKS	SKILL	RARITY
Bow	3	-	Survival	Common
Compound Frame	3	Gun Nut 1	Survival	Uncommon
Iron Sights	2	Gun Nut 1	Survival	Uncommon
Glow Sights	3	Gun Nut 2	Survival	Uncommon

CROSSBOW

Ammunition: Bolt

A bow with the typical assembly mounted on a sturdy frame with a stock, wielded more similarly to a firearm than a traditional bow. Despite the mechanical engineering compared to a traditional bow, it still can only house and launch a single bolt at a time….



A crossbow can accept one each of the following mods, which are unique to bows and **installed with the Repair skill:**

MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
SIGHT MOD					
Iron Sights	-	Increase Range by 1 step	+1	+10	Gun Nut 1
Glow Sights	Glow-Sighted	Increase Range by 1 step, gain Accurate	+1	+15	Gun Nut 2
FRAME MODS					
Heavy Frame	Heavy	+1 Damage	+1	+30	Gun Nut 1
Repeating Frame	Repeating	+1 Fire Rate, remove Slow Load	+2	+75	Gun Nut 3
Multiple Launch Frame	Peppered	-1 damage, Gain Ammo-Hungry (3) and spread	+4	+60	Gun Nut 2

WEAPONS ITEM	COMPLEXITY	PERKS	SKILL	RARITY
Crossbow	3	Gun Nut 1	Repair	Uncommon
Iron Sights	2	Gun Nut 1	Repair	Uncommon
Glow Sights	3	Gun Nut 2	Repair	Uncommon
Heavy Frame	2	Gun Nut 1	Repair	Uncommon
Repeating Frame	3	Gun Nut 3	Repair	Uncommon
Multiple Launch Frame	3	Gun Nut 2	Repair	Uncommon

MELEE WEAPONS

NAME	WEAPON TYPE	DAMAGE RATING	DAMAGE EFFECTS	DAMAGE TYPE	QUALITIES	WEIGHT	COST	RARITY
Assaultron Blade	Melee Weapon	4	Piercing 1	Physical	-	3	50	3
Auto-Axe	Melee Weapon	5	Vicious	Physical	Two-Handed	20	100	3
Ballistic Fist	Unarmed	6	Stun, Vicious	Physical	Slow Load	6	150	4
Bumper Sword	Melee Weapon	6	Piercing 1	Physical	Recoil (7), Two-Handed	12	125	2
Cattle Prod	Melee Weapon	7	Stun	Energy	-	3	90	4
Chainsaw	Melee Weapon	6	Vicious	Physical	Two-Handed	12	140	3
Death Tambo	Unarmed	4	Piercing 1	Physical	-	1	40	2
Displacer Glove	Unarmed	6	Piercing 1 Stun	Physical	-	6	175	4
Guitar Sword	Melee Weapon	4	Piercing 1	Physical	Parry	3	45	3
Mr Handy Buzz Blade	Melee Weapon	4	Vicious	Physical	Two-Handed	10	50	2
Multi-Purpose Axe	Melee	5	-	Physical	Two Handed	4	40	2
Proton Axe	Melee Weapon	5	Piercing 1	Energy	Surge	8	175	5
War Drum	Melee Weapon	5	Stun	Physical	Two-Handed	20	115	3

ASSAULTRON BLADE

The vibroblade from an Assaultron dominator, dismounted and repurposed into a usable melee weapon.

MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
Electrified Blade	Electrified	+1 🎲, Damage type becomes Energy	-	+50	Blacksmith 2 Science! 1

The recipes for these mods are below, and they can be crafted at a Weapons Workbench.

WEAPONS ITEM	COMPLEXITY	PERKS	SKILL	RARITY
Electrified Blade	4	Blacksmith 2 Science! 1	Repair	Uncommon

AUTO AXE

Sharing some basic qualities with the Ripper but more impressive and harmful, the auto axe is a steel saw fitted with car engine parts to increase its attack damage. The original blade has been replaced or modified to resemble four axe blades arranged around the central axle.

MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
Electrified	Electrified	+1 🎲, Damage type becomes Energy	-	+50	Blacksmith 2 Science! 1
Burning	Burning	Damage type becomes Energy, gains Persistent	-	+50	Blacksmith 2 Science! 1
Poisoned	Toxic	Gains Persistent (Poison)	-	+50	Blacksmith 2 Science! 1
Turbo	Turbo	Each AP spent for extra damage adds +2 🎲 instead of +1 🎲.	+2	+50	Blacksmith 2 Science! 1

The recipes for these mods are below, and they can be crafted at a Weapons Workbench.

WEAPONS ITEM	COMPLEXITY	PERKS	SKILL	RARITY
Electrified	4	Blacksmith 2 Science! 1	Repair	Uncommon
Burning	3	Blacksmith 2 Science! 1	Repair	Uncommon
Poisoned	3	Blacksmith 2 Science! 1	Repair	Uncommon
Turbo	4	Blacksmith 2 Science! 1	Repair	Uncommon

BALLISTIC FIST

Ammunition: Shotgun Shells

The ballistic fist consists of a wrist-mounted shotgun with a pressure plate worn over the knuckles. The impact of the plate triggers the firing mechanism when a punch connects with the target, firing the shotgun directly into the target, with brutal effect.

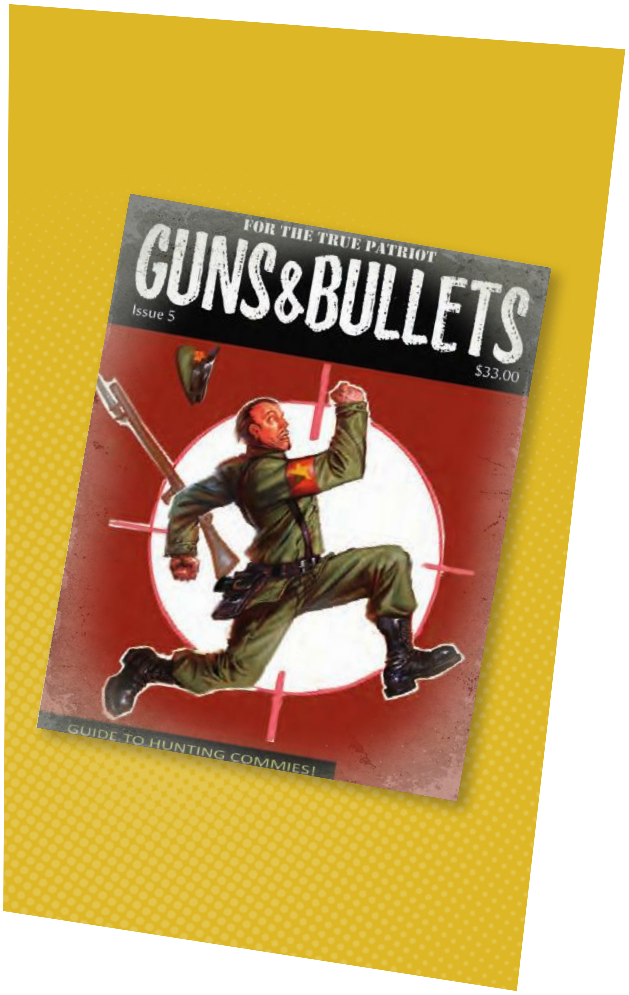
Special: This melee weapon requires ammunition, expending one shotgun shell with each attack. Due to the Slow Load quality, it must be reloaded as a minor action before it can be used again: without a shotgun shell, a ballistic fist simply makes a normal unarmed attack.

BUMPER SWORD

The bumper sword consists of a chrome car bumper that has been pounded out and sharpened into a thick, heavy blade. The license plate is still attached, and an exhaust pipe strapped to the unsharpened end serves as a makeshift handle.

CATTLE PROD

Normally used for herding stubborn cattle, it has been repurposed as a weapon against humans. In addition to the taser-like prongs at the tip normally found on cattle prods, it has been outfitted with a thick, electrified metal coil around the striking end, hooked up to a pair of batteries taped down near the handle.



CHAINSAW

A motorized tool—traditionally used for cutting wood—with a toothed metal chain propelled around the edge of the ‘blade’. They serve as deadly weapons in the right hands, and the effects can be either spectacular or horrific, depending on your disposition.

Special: A Chainsaw does not benefit from the wielder’s normal melee damage bonus.

MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
Dual Bar	Dual	+2 🎲	+1	+30	Blacksmith 2
Bow Bar	Bow bar	Gain Piercing 1	+2	+45	Blacksmith 3
Long Bow Bar	Long bow bar	Gain Persistent	+3	+60	Blacksmith 3
Flamer	Flaming	+1 🎲, damage type changes to Energy The Flamer mod can be installed in addition to any of the other mods.	+2	+90	Blacksmith 3, Gun Nut 1

The recipes for these mods are below, and they can be crafted at a Weapons Workbench.

WEAPONS ITEM	COMPLEXITY	PERKS	SKILL	RARITY
Dual Bar	3	Blacksmith 2	Repair	Uncommon
Bow Bar	3	Blacksmith 3	Repair	Uncommon
Long Bow Bar	4	Blacksmith 3	Repair	Uncommon
Flamer	4	Blacksmith 2 Gun Nut 1	Repair	Uncommon

DEATH TAMBO

Somewhere between a set of knuckledusters and a tambourine, this weapon is an odd assortment of bells and blades designed to be punched into the enemy, adding a little musical accompaniment to brutal murder.

Special: When used to make a sneak attack, a Death Tambo increases the complication range by 1, due to the jingling sound it makes.

DISPLACER GLOVE

An advanced piece of tech to accomplish a simple task. The speaker on the knuckles creates a sonic blast to add some extra impact to your punches.

GUITAR SWORD

A sword shaped like a guitar, or a guitar that doubles as a sword. Either way, it probably needs to be tuned after a kill.

Special: When used to make a sneak attack, a Guitar Sword increases the complication range by 1, due to the sound it makes.

MR HANDY BUZZ BLADE

The buzzsaw arm of a Mister Handy, given new life attached to a small motor and a long haft, such as from a broom or a weed whacker.

MULTI-PURPOSE AXE

A pre-War tool, the Multi-Purpose Axe is equally suited to chopping lumber or splitting heads, just make sure you're on the right end of the swing.

PROTON AXE

The Proton Axe resembles a futuristic war-axe with a glowing blue blade of electrical energy at its head. On the other side it has two capacitors which also share the same blue electric current. The intense electrical discharge it produces is especially damaging to robots and other mechanical foes.

WAR DRUM

Consisting of a metal drum, which is mounted on a metal pole with spiked tin cans attached to the rim. The War Drum adds some percussion to all the concussions you'll cause.

Special: When used to make a sneak attack, a War Drum increases the complication range by 1, due to the sound it makes.

EXPLOSIVES

NAME	WEAPON TYPE	DAMAGE RATING	DAMAGE EFFECTS	DAMAGE TYPE	QUALITIES	WEIGHT	COST	RARITY
Cryogenic Grenade	Explosive	6	Freeze	Energy	Blast, Thrown (M)	1	50	3
Cryo Mine	Explosive	6	Freeze	Energy	Blast, Mine	1	50	3
Detonator	Explosive	Special	-	-	-	1	75	3
Dynamite	Explosive	5	-	Physical	Blast, Thrown (M)	<1	25	2
Dynamite Bundle	Explosive	9	Breaking	Physical	Blast, Delay (X), Placed	2	150	3
Flash Bang	Explosive	Special	Special	Special	Blast, Thrown (M)	1	40	2
Frag Grenade MIRV	Explosive	5	Spread	Physical	Blast, Thrown (M)	1	75	4
Plastic Explosives	Explosive	10	Breaking, Piercing 1	Physical	Blast, Delay (X), Placed	2	200	4
Powder Charge	Explosive	4	-	Physical	Blast, Mine	1	25	1
Smoke Grenade	Explosive	Special	Special	Special	Blast, Thrown (M)	1	40	2

CRYOGENIC GRENADE

Cryogenic grenades release a spray of aerosolized chemicals of extremely low temperature—liquid nitrogen is a common ingredient—which rapidly saps the heat from the surrounding area, often leaving enemies and objects in the blast frozen.

CRYO MINE

Cryo mines function similarly to cryogenic grenades, spraying the vicinity in freezing chemicals when the mine is triggered.

DETONATOR

Appearing as something like a pistol grip with a trigger and a short antenna, a detonator allows placed explosives to be triggered remotely.

Special: When a **Placed** explosive is being placed, if you have a Detonator, you may choose to have the explosive triggered remotely. This removes the **Delay (X)** Trait and means that you may detonate that explosive device as a minor action at any point during the scene, so long as you are within Long range of the explosive. You may attempt to have multiple explosives set to detonate using the same detonator, but the difficulty of the **PER + Explosives** test to set the explosives increases by +1 for each subsequent bomb linked to the detonator. When the detonator is used, all linked explosives detonate at the same time.

DYNAMITE

A simple explosive, dynamite is a pressed stick of absorbent clay or similar material soaked in nitroglycerine. Sticks of dynamite are a compact and relatively cheap and stable form of explosive that isn't too difficult to make. Storing it for long periods, however, can be risky, as old dynamite will often 'sweat' nitroglycerine, so old stockpiles of dynamite should be handled with care.

Dynamite is often found as single sticks, which can be thrown individually like grenades, or bundled together with a timer as a placed bomb.

Special: Single sticks of dynamite are assumed to have a short fuse, which will detonate the same turn they're lit (and thrown), functioning like a normal grenade. A character may prepare longer fuses for dynamite, requiring a **PER + Explosives** test with a difficulty of 1: success means you prepare one stick of dynamite with a longer fuse, plus one additional stick per AP spent. Long-fuse dynamite has the **Delay (X)** quality, with a rating set at the time the longer fuses are prepared.

Dynamite bundles have the **Delay (X)** quality, with the rating set when the bomb is placed.

FLASH BANG

These non-lethal grenades are designed to disorient enemies rather than inflict direct harm: when they detonate, they produce a blinding flash and a deafening bang—hence the name—which leaves enemies reeling and vulnerable, but otherwise unharmed, though they're unlikely to remain unharmed for long while they're stunned by a flash bang.

Special: If a flash bang hits, any character caught within the blast of a Flash Bang is stunned, as per the **Stun** damage effect. If the grenade misses, there is no effect.

FRAG GRENADE MIRV

Fragmentation grenade MIRVs are explosive grenades that release a collection of smaller bomblets, scattering them over a wide area before they explode.

PLASTIC EXPLOSIVES

Plastic explosives was used for decades prior to the Great War as a mining tool and is still useful for removing inconvenient nature. Like its more primitive cousin, dynamite, plastic explosives are both a tool and a weapon. Plastic explosives are a very stable and malleable compound. Plastic explosives can be rigged to explode with either remote or timer detonators and can be detonated with other high explosives.

Special: The rating of the Delay quality is chosen when the bomb is placed.

POWDER CHARGE

The powder charge is a crude improvised explosive consisting of a sealed tin can packed with dynamite, with a sensor module duct-taped to the side.

Special: A Powder Charge may replace its **Mine** quality with the **Delay (X)** and **Placed** qualities, requiring only a few minutes of work and a **PER + Explosives** test with a difficulty of 1. The rating of the Delay quality is chosen when the bomb is placed.

SMOKE GRENADE

Smoke grenades are used as both signaling devices and to provide concealment. A chemical reaction of different agents, when mixed and ignited, produce either colored smoke as a signaling device, or a dense cloud of chemical smoke to screen for concealment.

Special: When a smoke grenade detonates, it generates a cloud of smoke which fills the affected zone. Characters cannot see while within the cloud, nor can they see into or through the cloud from outside it, adding +2 difficulty to all attacks and **PER**-based tests made by or against anyone within the cloud. The cloud dissipates over time; at the end of each round, roll 1🎲, plus +1🎲 for each round the cloud has persisted: if one or more Effects are rolled, the cloud has dispersed enough to no longer have an effect.

WEAPON MODS

This section contains additional weapon mods which may be used to customize weapons, both those found in the ***Fallout: The Roleplaying Game Core Rulebook***, and those listed here.

SMALL GUNS MODS

The following additional mods are available to certain Small Guns.

RECEIVER MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
Armor Piercing Receiver	Armor Piercing	Add Piercing 1	-	+3	Gun Nut 1
Armor Piercing Automatic Receiver	AP Auto	-1🎲, +2 Fire Rate, Add Piercing 1, Gain Inaccurate	+1	+40	Gun Nut 3
Hardened Automatic Receiver	Hardened Auto	+2 Fire Rate, Gain Inaccurate	+2	+58	Gun Nut 3
Rapid Automatic Receiver	Rapid	-1🎲, +3 Fire Rate, Gain Inaccurate	+2	+63	Gun Nut 4
Calibrated Powerful Receiver	Calibrated Powerful	+2🎲, Gain Vicious	+3	+68	Gun Nut 4
Powerful Automatic Receiver	Powerful Auto	+1🎲, +2 Fire Rate, Gain Inaccurate	+4	+88	Gun Nut 4
Hardened Piercing Auto Receiver	Hardened AP Auto	+2 Fire Rate, Gain Piercing 1, Gain Inaccurate	+3	+78	Gun Nut 4
9mm Receiver	9mm	Change damage to 3🎲, ammo to 9mm, +1 Fire Rate	-1	+10	Gun Nut 2
.357 Receiver	.357	Change damage to 5🎲, ammo to .357, add Vicious.	+1	+35	Gun Nut 3

These mods may be applied to the following weapons from the ***Fallout: The Roleplaying Game Core Rulebook***:

- **Armor Piercing Receiver:** 10mm Pistol, Assault Rifle, Combat Rifle, Hunting Rifle, Submachine Gun, Pipe Gun
- **Armor Piercing Automatic Receiver:** 10mm Pistol, Assault Rifle, Combat Rifle, Pipe Gun
- **Hardened Automatic Receiver:** 10mm Pistol, Assault Rifle, Combat Rifle, Combat Shotgun, Pipe Gun,
- **Rapid Automatic Receiver:** 10mm Pistol, Assault Rifle, Combat Rifle, Combat Shotgun, Pipe Gun
- **Calibrated Powerful Receiver:** 10mm Pistol, Assault Rifle, Combat Rifle, Hunting Rifle, Combat Shotgun, Pipe Bolt-Action, Pipe Gun, Pipe Revolver
- **Powerful Automatic Receiver:** 10mm Pistol, Assault Rifle, Combat Rifle, Combat Shotgun, Pipe Gun
- **Hardened Piercing Auto Receiver:** 10mm Pistol, Assault Rifle, Combat Rifle, Pipe Gun
- **9mm Receiver:** Submachine Gun, Pipe Gun
- **.357 Receiver:** Pipe Revolver

The recipes for these mods are below, and they can be crafted at a Weapons Workbench.

WEAPONS ITEM	COMPLEXITY	PERKS	SKILL	RARITY
Armor Piercing Receiver	3	Gun Nut 1	Repair	Uncommon
Armor Piercing Automatic Receiver	4	Gun Nut 3	Repair	Uncommon
Hardened Automatic Receiver	4	Gun Nut 3	Repair	Uncommon
Rapid Automatic Receiver	4	Gun Nut 4	Repair	Uncommon
Calibrated Powerful Receiver	4	Gun Nut 4	Repair	Uncommon
Powerful Automatic Receiver	4	Gun Nut 4	Repair	Uncommon
Hardened Piercing Auto Receiver	5	Gun Nut 4	Repair	Uncommon
9mm Receiver	3	Gun Nut 2	Repair	Uncommon
.357 Receiver	3	Gun Nut 3	Repair	Uncommon

Nuka Cola
Nuka Cola
FREE 'NUKA BLASTER' TOY WITH EVERY BOX PURCHASED!

ENERGY WEAPONS MODS

The following additional mods are available to certain Energy Weapons.

MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS
CAPACITOR MOD					
Gamma Wave Emitter	Fiery	+1 🎲, Gain Persistent	+1	+14	Science! 1
Maximized Capacitor	Maximized	+2 🎲	+1	+17	Science! 2
Boosted Photon Agitator	Boosted, Agitated	+2 🎲, Gain Vicious	+1	+20	Science! 2
Boosted Gamma Wave Emitter	Boosted, Fiery	+2 🎲, Gain Persistent	+1	+23	Science! 2
Overcharged Capacitor	Overcharged	+3 🎲	+1	+42	Science! 2
BARREL MOD					
Improved Long Barrel	Improved Long	+1 🎲, Remove Close Quarters, Increase Range by 1 step	+1	+15	Science! 2
Improved Automatic Barrel	Improved Automatic	Gain Burst, Gain Inaccurate, Remove Close Quarters, Increase Range by 1 step, +1 Fire Rate	+1	+18	Science! 2
Improved Sniper Barrel	Improved Charging	+3 🎲, Remove Close Quarters, increase Range by 1 step, -1 Fire Rate	+1	+21	Science! 2
Improved Splitter	Improved Scattergun	Gain Spread, Gain Inaccurate	+1	+25	Science! 2
MUZZLE MOD					
Amplified Beam Splitter	Improved Scattered	Gain Spread, -1 Fire Rate, Reduce Range by 1 step	+1	+15	Science! 2
Fine-Tuned Beam Focuser	Improved Focused	Increase Range by 1 step, Gain Accurate	+1	+18	Science! 2
Quantum Gyro-Compensating Lens	Improved Targeting	+2 Fire Rate, Remove Inaccurate	+1	+21	Science! 3

These mods may be applied to the following weapons from the ***Fallout: The Roleplaying Game Core Rulebook***:

- **Gamma Wave Emitter:** Institute Laser, Laser Gun, Plasma Gun
- **Maximized Capacitor:** Institute Laser, Laser Gun, Plasma Gun
- **Boosted Photon Agitator:** Institute Laser, Laser Gun, Plasma Gun
- **Boosted Gamma Wave Emitter:** Institute Laser, Laser Gun, Plasma Gun
- **Overcharged Capacitor:** Institute Laser, Laser Gun, Plasma Gun

BARREL MODS

- **Improved Long Barrel:** Institute Laser, Laser Gun, Plasma Gun
- **Improved Automatic Barrel:** Institute Laser, Laser Gun, Plasma Gun
- **Improved Sniper Barrel:** Laser Gun, Plasma Gun
- **Improved Splitter:** Plasma Gun

MUZZLE MODS

- **Amplified Beam Splitter:** Institute Laser, Laser Gun
- **Fine-Tuned Beam Focuser:** Institute Laser, Laser Gun
- **Quantum Gyro-Compensating Lens:** Institute Laser, Laser Gun

The recipes for these mods are below, and they can be crafted at a Weapons Workbench.

WEAPONS ITEM	COMPLEXITY	PERKS	SKILL	RARITY
Gamma Wave Emitter	3	Science! 1	Science	Uncommon
Maximized Capacitor	3	Science! 2	Science	Uncommon
Boosted Photon Agitator	4	Science! 2	Science	Uncommon
Boosted Gamma Wave Emitter	5	Science! 2	Science	Uncommon
Overcharged Capacitor	4	Science! 3	Science	Uncommon
Improved Long Barrel	4	Science! 2	Science	Uncommon
Improved Automatic Barrel	5	Science! 3	Science	Uncommon
Improved Sniper Barrel	5	Science! 3	Science	Uncommon
Improved Splitter	4	Science! 3	Science	Uncommon
Amplified Beam Splitter	5	Science! 2	Science	Uncommon
Fine-Tuned Beam Focuser	5	Science! 2	Science	Uncommon
Quantum Gyro-Compensating Lens	5	Science! 3	Science	Uncommon

BIG GUNS MODS

GATLING LASER

The following additional mods are available to Gatling Lasers.

CAPACITOR MOD	NAME PREFIX	EFFECTS	WEIGHT	COST	PERKS	SKILL
Gamma Wave Emitter	Fiery	+1 🎲, Gain Persistent	+3	+169	Science! 3	Science
Maximized Capacitor	Maximized	+2 🎲	+3	+207	Science! 4	Science
Boosted Photon Agitator	Boosted, Agitated	+2 🎲, Gain Vicious	+5	+244	Science! 4	Science
Boosted Gamma Wave Emitter	Boosted Fiery	+2 🎲, Gain Persistent	+5	+282	Science! 4	Science
Overcharged Capacitor	Overcharged	+3 🎲	+5	+319	Science! 4	Science

The recipes for these mods are below, and they can be crafted at a Weapons Workbench.

WEAPONS ITEM	COMPLEXITY	PERKS	SKILL	RARITY
Gamma Wave Emitter	3	Science! 3	Science	Uncommon
Maximized Capacitor	3	Science! 4	Science	Uncommon
Boosted Photon Agitator	4	Science! 4	Science	Uncommon
Boosted Gamma Wave Emitter	5	Science! 4	Science	Uncommon
Overcharged Capacitor	4	Science! 4	Science	Uncommon

APPAREL

CLOTHING AND OUTFITS

ITEM	DAMAGE RESISTANCES			LOCATIONS COVERED	WEIGHT	COST	RARITY	
	PHYSICAL	ENERGY	RADIATION					
HEADGEAR								
Beer Hat	0	0	0	Head	1	15	2	
Marine Tactical Helmet	2	2	2	Head	2	25	3	
Spacesuit Helmet	1	4	2	Head	5	85	3	
CLOTHING								
Marine Wetsuit	1	1	1	Arms, Legs, Torso	2	25	3	
Underarmor Suit	0	0	0	Arms, Legs, Torso	1	30	2	
OUTFITS								
Brotherhood Armored Battlecoat	4	1	1	Arms, Legs, Torso	20	400	4	
Brotherhood Bomber Jacket	2	5	1	Arms, Legs, Torso	4	40	3	
Cleanroom Suit	0	0	6	All	5	65	2	
Hunter's Pelt Outfit	2	2	0	Shadowed	Torso, Arms, Legs	15	50	2
Hunter's Hood	1	1	0	Shadowed	Head	2	15	2
Spacesuit Costume	1	4	2	Arms, Legs, Torso	8	100	4	

BEER HAT

An ordinary hat fitted with pipes and either cup-holders or cans connected to a funnel, that allows the wearer to enjoy a refreshing drink with their hands free.

Special: Outside of combat, you may fill the beer hat with one beverage of your choice. During combat, you may consume that beverage as a minor action rather than a minor action.

BOS ARMORED BATTLECOAT

This garment is a heavy padded and reinforced leather coat often issued to senior Brotherhood of Steel officers, and worn over a Brotherhood uniform.

An Armored Battlecoat can be reinforced with Ballistic Weave (see sidebar on *p.126* of the ***Fallout: The Roleplaying Game Core Rulebook***).

BOS BOMBER JACKET

This garment is a padded leather jacket with a fur-lined collar, worn over a Brotherhood uniform. It is favored by Brotherhood of Steel lancers and other flight personnel.

A Bomber Jacket can be reinforced with Ballistic Weave (see sidebar on *p.126* of the ***Fallout: The Roleplaying Game Core Rulebook***).

CLEANROOM SUIT

A set of overalls made from plasticized fabric, with rubber gloves, a hood, and a breather mask. The suit, when worn properly with the hood up and the mask in place, filters air going into and out of the suit, and protects the wearer from the outside environment and the outside environment from the wearer.

Special: The protective environment the suit creates allows you to re-roll 1d20 on all END based tests while you're wearing it. It provides no protection while the hood is down or if the mask has been removed.

HUNTER'S PELT OUTFIT

Made from furs, discarded nets, and leathers, this armor provides warmth and cover in darkness, it provides modest protection against impacts thought dose nothing to prevent radiation.

Special: This outfit counts as wearing 4 pieces of shadowed armor.

CAESAR'S OUTFIT

A finely made, comfortable, and highly stylized vision of a commander from ancient Rome, this outfit affords some of the gravitas and power of Caesar, allowing the wearer to more easily threaten and scare anyone who knows of the atrocities the Legion has committed in Caesar's name.

Special: The reputation of Caesar has spread far and wide, anyone wearing this armor may re-roll 1d20 on Speech tests aimed to threaten or scare.

MARINE TACTICAL HELMET

A lightweight helmet with an underwater breathing mask built in. It was designed for use by soldiers performing nighttime reconnaissance operations.

Special: While this mask is worn with a Marine Wetsuit, the wearer can breathe underwater.

MARINE WETSUIT

A neoprene wetsuit designed for nighttime reconnaissance operations, and commonly worn with a Marine Tactical Helmet.

Special: While this suit is worn, the character does not suffer from exposure to cold weather when swimming in cold water.

NUKA-GIRL ROCKETSUIT

This costume, modeled on the mascot of the Nuka-Cola brand, was released nationwide to retailers in time for Halloween 2062, and was highly sought-after.

Special: Wearing this costume allows you to reroll 1d20 on one CHA-based test you make each scene, as it helps make a good first impression. The sealable "space helmet" built into the costume allows you to breathe underwater or in any other place where the atmosphere isn't breathable.

SPACESUIT COSTUME AND HELMET

Modeled on spacesuits used by real astronauts, this shiny costume is surprisingly functional for what is basically a Halloween costume.

Special: When this costume and helmet are worn together, you can breathe underwater or in any other place where the atmosphere isn't breathable).

UNDERARMOR SUIT

A hard wearing outfit, consisting of pants, gloves, a long-sleeved shirt, and some sturdy tactical boots. The outfit has padding in strategic locations, and is designed to be worn underneath Scout Armor *(p.91)*, and is well-fitted for ease of motion and comfort, minimizing hindrances and distractions. This outfit comes in several color schemes, suitable for different environments such as forest, urban, winter, and so forth.

Special: Wearing an underarmor suit allows you to reroll 1d20 on one STR or PER based test you attempt each scene.

Underarmor suits may be fitted with an additional protective lining, taking one of the mods below. All Underarmor suit mods are **installed with the Repair skill.**

LINING MOD	EFFECT	WEIGHT	COST	PERKS
Treated Lining	+1 Physical damage resistance, +2 Energy damage resistance, +1 Radiation damage resistance	-	+9	-
Resistant Lining	+2 Physical damage resistance, +2 Energy damage resistance, +1 Radiation damage resistance	-	+15	Armorer 1
Protective Lining	+2 Physical damage resistance, +2 Energy damage resistance, +1 Radiation damage resistance. May use STR or PER re-rolls twice per scene.	-	+24	Armorer 1
Shielded Lining	+3 Physical damage resistance, +3 Energy damage resistance, +1 Radiation damage resistance. May use STR or PER re-rolls twice per scene.	-	+36	Armorer 2

The recipes for these mods are below, and they can be crafted at an Armor Workbench.

ARMOR MOD	COMPLEXITY	PERKS	SKILL	RARITY
Treated Lining	2	-	Repair	Common
Resistant Lining	3	Armorer 1	Repair	Uncommon
Protective Lining	3	Armorer 1	Repair	Uncommon
Shielded Lining	4	Armorer 2	Repair	Uncommon

ARMOR

CHINESE STEALTH ARMOR

This dark black, form-fitting bodysuit with an opaque faceplate is a suit of armor designed for one thing: making the operator nigh-invisible. Harnessing Chinese expertise in stealth technology, the suit contains a portable device that generates a modulating field that transmits the reflected light from one side of an object to another. The result is near-perfect active camouflage. The bodysuit is designed to maximize the effect by simplifying the wearer's silhouette and creating flat surfaces where possible to reduce the complexity of the area being camouflaged. Deployed under the designation *Hēi Guǐ*, the suit was worn by the elite "Black Ghost" counterinsurgency and terror units, it allowed China to counter American brute force with subterfuge and deception, although some units were captured and reverse engineered by the Americans, resulting in the development of the Stealth Boy.

Special: While wearing this armor, you may reroll 1d20 on any **Sneak** test. In addition, you may activate its stealth field by taking the Interact minor action. While active, this field renders you and your equipment almost invisible. Enemies add +2 to the difficulty of all tests to spot you; they may still hear you or notice your presence in other ways. In addition, even if you have been detected, while invisible, your defense is increased by +2. Making an attack disrupts the stealth field, shutting it down until you can reactivate it.

A Chinese Stealth Armor cannot be given any mods. It is considered light armor.

ITEM	DAMAGE RESISTANCES			LOCATIONS COVERED	WEIGHT	COST	RARITY
	PHYSICAL	ENERGY	RADIATION				
Chinese Stealth Armor	4	4	6	All	5	750	6

DIVING SUIT

Bulky metal and rubber suits with a sustained air supply, these suits are designed to protect the wearer from extreme water pressure when underwater.

Special: While wearing this armor, you may breathe underwater (or in other inhospitable atmospheres) and are immune to any damage inflicted by extreme pressure underwater, as well as any exposure to cold caused by cold water.

A Diving Suit cannot be given any mods. It is considered heavy armor.

ITEM	DAMAGE RESISTANCES			LOCATIONS COVERED	WEIGHT	COST	RARITY
	PHYSICAL	ENERGY	RADIATION				
Diving Suit	3	3	9	All	8	350	3

LEGION ARMOR

All armor worn by Caesar's Legion adhere to the uniformity and military principles of ancient Rome that the Legion is modeled upon.

The most basic form of Legion armor consists of sports equipment with a few scrap additions for protection. You can easily tell a legionaries rank by the additions they make to their armor, adding trophies won in battle to the point where the average Centurion will sport at least one piece of Power Armor and a super mutant helmet. Further proving their prowess by wearing these items without the aid of an armor frame or the supermutants FEV enhanced muscles.

All Legion Armor Material mods are **installed with the Repair skill**. Legionary Recruit and Legionary armor are considered light armor, Legionary Centurion armor is considered heavy armor.

DAY TRIPS
PICNIC AREA
HIKE, SWIM & FISH
CAMPGROUND
WAVY WILLARD'S WATERPARK
SPEND THE DAY
TOXIC VALLEY
WEST VIRGINIA
DEPARTMENT OF THE INTERIOR
APPALACHIA DIVISION

ITEM	DAMAGE RESISTANCES			LOCATIONS COVERED	WEIGHT	COST	RARITY
	PHYSICAL	ENERGY	RADIATION				
Legionary Recruit Chest Piece	2	2	0	Torso	6	75	3
Legionary Recruit Arm	1	1	0	Arm	2	30	3
Legionary Recruit Leg	1	1	0	Leg	2	40	3
Legionary Recruit Helmet	2	1	0	Head	2	50	3
Legionary Chest Piece	4	3	0	Torso	11	100	4
Legionary Arm	2	1	0	Arm	4	50	4
Legionary Leg	3	2	0	Leg	4	70	4
Legionary Helmet	3	2	0	Head	5	75	4
Legionary Centurion Chest Piece	5	4	0	Torso	16	200	5
Legionary Centurion Arm	4	2	0	Arm	12	140	5
Legionary Centurion Leg	4	3	0	Leg	6	100	5
Legionary Centurion Helmet	5	4	0	Head	10	175	5
Legatus Helmet	5	5	3	Head	16	250	5

MATERIAL MOD	DAMAGE RESISTANCES			OTHER EFFECTS	WEIGHT	COST	PERKS
	PHYSICAL	ENERGY	RADIATION				
Reinforced	+1	+1	-	-	+0	+6	-
Shadowed	+2	+2	-	Shadowed (***Fallout: The Roleplaying Game Core Rulebook***, *p.133*)	+1	+48	Armorer 1
Treated	+3	+3	-	-	+1	+15	Armorer 1
Studded	+4	+4	-	-	+2	+30	Armorer 1

The recipes for these mods are below, and they can be crafted at an Armor Workbench.

ARMOR MOD	COMPLEXITY	PERKS	SKILL	RARITY
Reinforced	3	-	Repair	Common
Shadowed	5	Armorer 1	Repair	Uncommon
Treated	4	Armorer 1	Repair	Uncommon
Studded	6	Armorer 1	Repair	Uncommon

MARINE ARMOR

A specialized form of combat armor favored by the United States Marine Corps before the Great War, providing considerable protection at the cost of great weight. It is commonly worn over a Marine Wetsuit, allowing for aquatic and amphibious assaults.

Each piece of Marine armor other than helmets can accept two mods, one of which is a Material, the other of which is an Upgrade. Marine Armor helmets may only accept a Material mod. For mods applied to Torso armor, double the weight and cost (this has already been done for Torso Only mods). All Marine Armor Material mods are **installed with the Repair skill**. It is considered heavy armor.

ITEM	DAMAGE RESISTANCES			LOCATIONS COVERED	WEIGHT	COST	RARITY
	PHYSICAL	ENERGY	RADIATION				
Marine Armor Chest Piece	4	4	2	Torso	19	150	4
Marine Armor Arm	4	4	2	Arm	10	115	4
Marine Armor Leg	4	4	2	Leg	10	100	4
Marine Armor Helmet	4	4	2	Head	10	65	4

MATERIAL MOD	DAMAGE RESISTANCES			OTHER EFFECTS	WEIGHT	COST	PERKS
	PHYSICAL	ENERGY	RADIATION				
Welded	+1	+1	+1	-	+1	+10	-
Tempered	+2	+2	+2	-	+2	+30	Armorer 1
Hardened	+3	+3	+3	-	+2	+50	Armorer 1
Buttressed	+4	+4	+4	-	+3	+75	Armorer 2

The recipes for these mods are below, and they can be crafted at an Armor Workbench.

ARMOR MOD	COMPLEXITY	PERKS	SKILL	RARITY
Welded	2	-	Repair	Common
Tempered	3	Armorer 1	Repair	Uncommon
Hardened	4	Armorer 1	Repair	Uncommon
Buttressed	5	Armorer 2	Repair	Uncommon

RECON ARMOR

A lightweight form of armor commonly used by the Brotherhood of Steel, Recon Armor is a padded, flame-retardant jumpsuit and hood designed to be worn underneath a suit of T-45 power armor, protecting the wearer from moving parts within the suit, and the heat the suit's components give off. The jumpsuit is also designed to provide limited protection from small arms fire, for situations where the wearer needs to leave their armor in the field—for stealth reconnaissance, or performing tasks that require fine manipulation impossible within power armor.

Recon Armor cannot accept mods. It is considered light armor.

ITEM	DAMAGE RESISTANCES			LOCATIONS COVERED	WEIGHT	COST	RARITY
	PHYSICAL	ENERGY	RADIATION				
Recon Armor	3	3	2	All	3	360	4

SCOUT ARMOR

Scout Armor is a refinement of military combat armor, developed by the Enclave following the Great War, and it is used mainly by Enclave covert forces. The armor is typically painted in a variety of camouflage schemes, and is designed to be worn over an Underarmor Suit *(p.87)*.

Each piece of Scout Armor other than the mask can accept two mods, one of which is a Material, the other of which is an Upgrade. Scout Armor Masks cannot be modded. For mods applied to Torso armor, double the weight and cost (this has already been done for Torso Only mods). All Scout Armor Material mods are **installed with the Repair skill**. It is considered sturdy armor.

ITEM	DAMAGE RESISTANCES			LOCATIONS COVERED	WEIGHT	COST	RARITY
	PHYSICAL	ENERGY	RADIATION				
Scout Armor Chest Piece	4	3	2	Torso	7	90	4
Scout Armor Arm	4	3	2	Arm	3	60	4
Scout Armor Leg	4	3	2	Leg	3	60	4
Scout Armor Mask	3	2	2	Head	1	50	4

MATERIAL MOD	DAMAGE RESISTANCES PHYSICAL	ENERGY	RADIATION	OTHER EFFECTS	WEIGHT	COST	PERKS
Reinforced	+1	+1	-	-	+0	+6	-
Shadowed	+1	+1	-	Shadowed (***Fallout: The Roleplaying Game Core Rulebook***, *p.133)*	+1	+48	Armorer 1
Fiberglass	+2	+2	-	-	+0	+18	Armorer 1
Polymer	+3	+3	-	-	+1	+30	Armorer 2

The recipes for these mods are below, and they can be crafted at an Armor Workbench.

ARMOR MOD	COMPLEXITY	PERKS	SKILL	RARITY
Reinforced	3	-	Repair	Common
Shadowed	4	Armorer 1	Repair	Uncommon
Fiberglass	5	Armorer 1	Repair	Uncommon
Polymer	6	Armorer 2	Repair	Uncommon

ROBOT ARMOR

Not to be confused with armor made *for* robots, robot armor is a collection of armor pieces made *from* robots. It's typically bulkier than metal armor, but provides slightly superior protection. It's commonly produced by tech-savvy raider groups, such as the Rust Devils who appear in the Commonwealth. Helmets are often the repurposed outer shells of eyebots, Assaultron heads, or sentry bot heads.

Each piece of Robot armor other than helmets can accept two mods, one of which is a Material, the other of which is an Upgrade. Robot Armor helmets may only accept a Material mod. For mods applied to Torso armor, double the weight and cost (this has already been done for Torso Only mods). All Robot Armor Material mods are **installed with the Repair skill**.

ITEM	DAMAGE RESISTANCES PHYSICAL	ENERGY	RADIATION	LOCATIONS COVERED	WEIGHT	COST	RARITY
Robot Armor Chest Piece	2	2	0	Torso	8	25	2
Robot Armor Arm	2	2	0	Arm	4	10	2
Robot Armor Leg	2	2	0	Leg	4	10	2
Robot Armor Helmet	2	2	0	Head	4	10	2
Sturdy Robot Armor Chest Piece	3	3	0	Torso	16	100	3
Sturdy Robot Armor Arm	3	3	0	Arm	8	60	3
Sturdy Robot Armor Leg	3	3	0	Leg	8	60	3
Sturdy Robot Armor Helmet	3	3	0	Head	8	60	3
Heavy Robot Armor Chest Piece	4	3	0	Torso	25	175	4
Heavy Robot Armor Arm	4	3	0	Arm	13	110	4
Heavy Robot Armor Leg	4	3	0	Leg	13	110	4
Heavy Robot Armor Helmet	4	3	0	Head	13	110	4

MATERIAL MOD	DAMAGE RESISTANCES			OTHER EFFECTS	WEIGHT	COST	PERKS
	PHYSICAL	ENERGY	RADIATION				
Painted Metal	+1	+1	-	-	+1	+10	-
Shadowed Metal	+1	+1	-	Shadowed (***Fallout: The Roleplaying Game Core Rulebook***, *p.133)*	+2	+25	Armorer 1
Enameled Metal	+2	+2	-	-	+2	+20	Armorer 1
Alloyed Metal	+3	+3	-	-	+3	+30	Armorer 1
Polished Metal	+4	+4	-	-	+4	+40	Armorer 2

The recipes for these mods are below, and they can be crafted at an Armor Workbench.

ARMOR MOD	COMPLEXITY	PERKS	SKILL	RARITY
Painted Metal	2	-	Repair	Common
Shadowed Metal	3	Armorer 1	Repair	Uncommon
Enameled Metal	4	Armorer 1	Repair	Uncommon
Alloyed Metal	5	Armorer 1	Repair	Uncommon
Polished Metal	6	Armorer 2	Repair	Uncommon

WOOD ARMOR

Wood armor is constructed from multiple large sections of tree bark and rope, fashioned into a crude set of armor. Some portions, mainly the torso, have rusted tin cans affixed to it as if to act as makeshift pockets. Small collections of dead lichen dot the exterior of the armor. It offers poor resistance against physical damage, and marginal resistance to energy damage.

Each piece of Wood armor can accept a Material mod, listed below. For mods applied to Torso armor, double the weight and cost. All Wood Armor Material mods are **installed with the Repair skill**. It is considered light armor.

ITEM	DAMAGE RESISTANCES			LOCATIONS COVERED	WEIGHT	COST	RARITY
	PHYSICAL	ENERGY	RADIATION				
Wood Armor Chest Piece	1	0	0	Torso	4	25	0
Wood Armor Arm	1	0	0	Arm	2	10	0
Wood Armor Leg	1	0	0	Leg	2	10	0
Wood Armor Helmet	1	0	0	Head	2	10	0

MATERIAL MOD	DAMAGE RESISTANCES			OTHER EFFECTS	WEIGHT	COST	PERKS
	PHYSICAL	ENERGY	RADIATION				
Shrouded	-	-	-	Shadowed (***Fallout: The Roleplaying Game Core Rulebook***, *p.133)*	-1	+10	Armorer 1

The recipes for these mods are below, and they can be crafted at an Armor Workbench.

ARMOR MOD	COMPLEXITY	PERKS	SKILL	RARITY
Shrouded	3	Armorer 1	Survival	Rare

POWER ARMOR

EXCAVATOR POWER ARMOR

Developed by Garrahan Mining Co., the EXC-17 Excavator suit was designed to protect miners from rockfalls and airborne contaminants while increasing the speed at which they could work. Although it had never reached full commercial production, the unit garnered fame during an ad campaign in which it was marketed as the future of Appalachian mining, appealing to anti-automation mining teams and other prospective clients. Prototype suits, and post-war versions created from scavenged schematics, can be found scattered across the Wasteland.

Special: A character wearing a full suit of Excavator Power Armor—a chest piece, both arms, both legs, and a helmet—increases their carry weight by 100. In addition, when extracting ore (see sidebar), each Excavator Arm piece worn adds +2🎲 to the quantity of ore found, for a maximum of +4🎲 with both arms.

Each piece of Excavator power armor can accept the normal system mods, on *p.144* of the ***Fallout: The Roleplaying Game Core Rulebook***.

ITEM	DAMAGE RESISTANCES			HEALTH POINTS	LOCATIONS COVERED	WEIGHT	COST	RARITY
	PHYSICAL	ENERGY	RADIATION					
Excavator Chest Piece	6	5	11	14	Torso	15	113	3
Excavator Arm	3	2	8	7	Arm	12	61	3
Excavator Leg	3	2	8	7	Leg	12	81	3
Excavator Helmet	5	3	8	7	Head	10	49	3

Mining And Excavation

At times, you may encounter mineral deposits in rocky outcroppings, within caves, and mine workings across the Wastelands, especially in locations such as Appalachia, where mining was a major industry before the War.

Ore is an additional item category that can be found in scavenging locations, though outside of mines and caves, the maximum amount of Ore rolls that can be made is 0. Where Ore can be found, roll on the Ore table below to determine what you receive, and how much. Each unit of Ore found weighs 1lb, but cannot be sold.

D20 ROLL	ORE FOUND	QUANTITY FOUND	SALVAGE
1-3	Aluminum Ore	2+3🎲	1 aluminum (uncommon)
4-7	Coal	1+2🎲	1 coal (common)
8-10	Copper Ore	2+3🎲	1 copper (uncommon)
11	Crystal	2+3🎲	1 crystal (rare)
12	Gold Ore	1+2🎲	1 gold (rare)
13-16	Iron Ore	3+4🎲	2🎲 iron (common)
17-19	Silver Ore	1+2🎲	1 silver (uncommon)
20	Uranium Ore	1+1🎲	1 nuclear material (rare)

The Salvage column in the table above indicates what materials—and how many of those materials—are produced by smelting the ore at a Chemistry Station. Smelting requires a **INT + Science** test with a difficulty of 1, and smelts an amount of ore equal to your Science skill, +1 for each AP spent. Each unit of ore smelted costs one unit of Acid (uncommon material). Coal is the exception to this: you don't find coal ore, just coal (common material).

HELLCAT POWER ARMOR

A distinctive power armor variant used by the Hellcat Company, a mercenary outfit from The Pitt. Similar modified suits of power armor have been observed in other wastelands near old industrial cities. It's notable for being specially shaped and reinforced to deflect bullets and shrapnel.

Special: Hellcat Power Armor adds +1 to Physical Damage Resistance against ranged attacks.

Each piece of Hellcat power armor can accept the normal system mods, on *p.144* of the ***Fallout: The Roleplaying Game Core Rulebook***.

ITEM	DAMAGE RESISTANCES			HEALTH POINTS	LOCATIONS COVERED	WEIGHT	COST	RARITY
	PHYSICAL	ENERGY	RADIATION					
Hellcat Chest Piece	9	4	9	15	Torso	12	146	3
Hellcat Arm	5	3	8	9	Arm	8	105	3
Hellcat Leg	5	3	8	9	Leg	10	105	3
Hellcat Helmet	6	4	8	9	Head	8	65	3

T-65 POWER ARMOR

A highly-sophisticated form of power armor, in use by remnants of the United States Secret Service operating from certain strategically-important Vaults across the Wastelands.

Each piece of T-65 power armor can accept the normal system mods, on *p.144* of the ***Fallout: The Roleplaying Game Core Rulebook***.

ITEM	DAMAGE RESISTANCES			HEALTH POINTS	LOCATIONS COVERED	WEIGHT	COST	RARITY
	PHYSICAL	ENERGY	RADIATION					
T-65 Chest Piece	10	9	9	22	Torso	15	230	5
T-65 Arm	7	6	8	10	Arm	12	160	5
T-65 Leg	7	6	8	10	Leg	14	160	5
T-65 Helmet	9	7	8	12	Head	11	100	5

LEGENDARY ITEMS

Across the Wastelands, there exist unique items of unusual craftsmanship, strange design, rare materials, notorious reputation, odd properties, or some combination of all of these. Collectively, these are Legendary items.

When a character slays or defeats a **Legendary** creature or a **Major** character, one item in their possession (or looted from them) will be a **Legendary Item**. If the creature doesn't typically carry loot—such as if you can only loot the creature by butchering it for meat and parts—then it will still carry a legendary item somewhere: this may be something caught on the creature and dragged around by it, something left in its lair, or even something the creature swallowed which hasn't been digested. This doesn't necessarily have to be on the creature or character's person—you might find a Legendary Item "owned by" a raider boss in a chest within the raiders' base, rather than carried by the boss.

Similarly, when you perform a quest or otherwise help a **Major** character, they may grant a Legendary Item as a reward for completing their quest: this is left to the GM's discretion.

A **Legendary Item** has a special property, and there is an assortment of properties for **Legendary Weapons** and pieces of **Legendary Armor** presented below. A Legendary Item increases its rarity by 2, and its cost is multiplied by 5, though they cannot normally be bought from vendors and traders.

LEGENDARY WEAPONS

The following are properties which can be applied to **Legendary Weapons**. Some of these properties can only be applied to specific types of weapons. Only Small Guns, Energy Weapons, Big Guns, Melee Weapons, and Unarmed Weapons can be Legendary Weapons; Bows, Explosives, and Throwing Weapons cannot be.

Unusual Legendary Weapons

There are a few weapons that fit slightly awkwardly into the Legendary Weapon rules, and work slightly differently:

- Small Guns with the Blast quality are treated as Big Guns for the purposes of Legendary Weapons.
- Machine Guns, the Gatling Gun, and Minigun are treated as Small Guns rather than Big Guns for the purposes of Legendary Weapons.

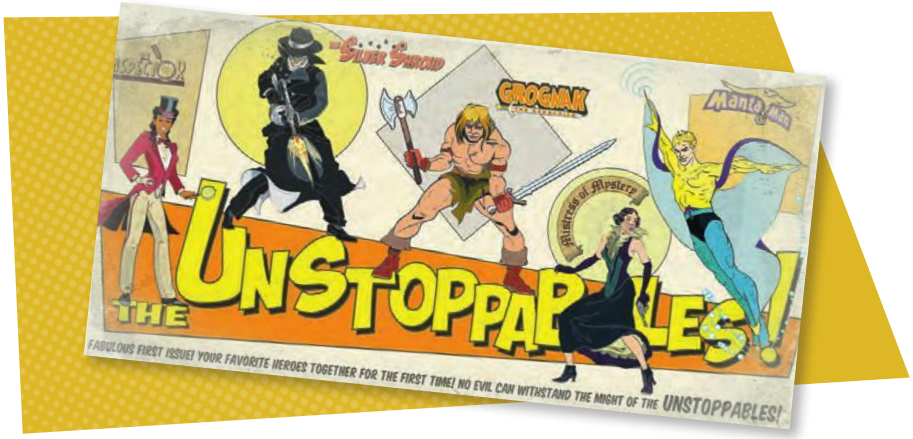
To create a **Legendary Weapon**, first determine the weapon being made Legendary.. Then roll 1d20 on the following table. This will determine which Legendary Weapons table to roll on. You may spend a Luck point to choose either table 1 or table 2 rather than rolling.

1D20 ROLL	TABLE
1-10	Legendary Weapons Table 1
11-20	Legendary Weapons Table 2

On either table 1 or table 2, roll 1d20 to determine which property the weapon receives, according to the weapon's type. You may spend a Luck point to adjust the result up or down by an amount equal to your LCK score.

LEGENDARY WEAPONS TABLE 1

LEGENDARY PROPERTY	SMALL GUNS	ENERGY WEAPONS	BIG GUNS	MELEE WEAPONS	UNARMED WEAPONS
Assassin's	1	1	1	1	1
Berserker's	-	-	-	2	2
Blazing	-	-	-	3	-
Bloodied	-	-	-	4	3
Cavalier's	-	-	-	5	4
Charged	-	-	-	6	-
Crippling	2	2	2	7	5
Deadeye	3	3	3	-	-
Defiant	4	4	4	-	-
Duelist's	-	-	-	8	6
Enraging	5	5	5	9	7
Explosive	6	-	-	-	-
Exterminator's	7	6	6	10	8
Freezing	8	7	7	11	9
Frigid	-	-	-	12	-
Furious	-	-	-	13	10
Ghoul Slayer's	9	8	8	14	11
Hitman's	10	9	9	-	-
Hunter's	11	10	10	15	12
Incendiary	12	-	-	-	-
Instigating	13	11	11	16	13
Irradiated	14	12	12	17	14
Junkie's	15	13	13	18	15
Kneecapper	16	14	14	19	16
Lucky	17	15	15	20	17
No Result – Roll Again	18-20	16-20	16-20	-	18-20


Silver Shroud
GROGNAK
Manta Man
Mistress of Mystery
THE UNSTOPPABLES!
FABULOUS FIRST ISSUE! YOUR FAVORITE HEROES TOGETHER FOR THE FIRST TIME! NO EVIL CAN WITHSTAND THE MIGHT OF THE UNSTOPPABLES!

LEGENDARY WEAPONS TABLE 2

LEGENDARY PROPERTY	SMALL GUNS	ENERGY WEAPONS	BIG GUNS	MELEE WEAPONS	UNARMED WEAPONS
Mighty	-	-	-	1	1
Mutant Slayer's	1	1	1	2	2
Nimble	2	2	2	-	-
Nocturnal	3	3	3	3	3
Penetrating	4	4	4	4	4
Plasma Infused	5	-	-	-	-
Poisoner's	6	5	5	5	5
Powerful	7	6	6	-	-
Quickdraw	8	7	7	6	6
Rapid	9	8	8	-	-
Relentless	10	9	9	7	7
Sentinel's	-	-	-	8	8
Staggering	11	10	10	9	9
Stalker's	12	11	11	-	-
Steadfast	13	12	12	-	-
Troubleshooter's	14	13	13	10	10
Two-Shot	15	14	14	-	-
Violent	16	-	-	-	-
Wounding	17	15	15	11	11
No Result -Roll Again	18-20	16-20	16-20	12-20	12-20

ASSASSIN'S

Any Weapon

An **Assassin's** weapon is deadly against humans!

Against human characters, attacks with this weapon gain the **Vicious** damage effect. If the weapon is already **Vicious**, then it instead inflicts +2 damage per Effect rolled, rather than +1.

For the purposes of this rule, human characters are any PCs from the Brotherhood of Steel, Survivor, or Vault Dweller origins, and any PC with the **Human** keyword, but without the **Mutated** keyword.

BERSERKER'S

Melee Weapons, Unarmed Weapons

A **Berserker's** weapon is deadliest in the hands of those who are heedless to danger!

When this weapon is wielded by a character who has less than 6 Physical damage resistance on their torso, it inflicts +1🎲 damage for every point of Physical damage resistance below 6.

BLAZING

Melee Weapons

A **Blazing** weapon wards off attackers with a fiery threat!

When the wielder of this weapon uses the Defend action and is missed with a melee attack, the attacker immediately suffers 4🎲 Persistent Energy damage.

BLOODIED

Melee Weapons, Unarmed Weapons

A **Bloodied** weapon gets deadlier the closer the wielder is to death!

When this weapon is wielded by a character whose current HP are less than their maximum HP, it inflicts +1🎲 damage. This increases to +2🎲 if the wielder has less than 3/4s of their maximum HP, to +3🎲 if they have less than 1/2 their maximum HP, and to +4🎲 if they have less than 1/4 their maximum HP.

CAVALIER'S

Melee Weapons, Unarmed Weapons

A **Cavalier's** weapon helps the wielder shrug off harm when on the move!

When the wielder of this weapon takes the Defend or Sprint actions, they gain +2 Physical damage resistance until the start of the wielder's next turn.

CHARGED

Melee Weapons

A **Charged** weapon wards off attackers with a surge of electricity!

When the wielder of this weapon uses the Defend action and is missed with a melee attack, the attacker immediately suffers 4🎲 Stun Energy damage.

CRIPPLING

All Weapons

A **Crippling** weapon is a cruel thing, leaving foes crawling and defenseless!

When this weapon is used to attack a target's arm or leg, it causes an injury if it inflicts four or more damage in one hit (after reductions for damage resistance).

DEADEYE

Small Guns, Energy Weapons, Big Guns

A **Deadeye** weapon seems to make the world slow down as you aim down its sights!

When you take the Aim action with this weapon, for the rest of your turn, additional minor and major actions cost 1 AP less than normal. This does not stack with other effects which cause extra actions to cost less, such as Jet.

DEFIANT

Small Guns, Energy Weapons, Big Guns

A **Defiant** weapon is deadly to the last shot!

Once per scene, when you spend the maximum amount of ammo for the weapon's Fire Rate, you may declare that the weapon is *Empty* after that attack. If you do so, the weapon inflicts +2🎲 damage, but you must spend a minor action to reload the weapon before it can be fired again.

DUELIST'S

Melee Weapons, Unarmed Weapons

A **Duelist's** weapon is great at turning aside enemy attacks!

When the wielder of this weapon uses the Defend action and is missed with a melee attack, roll 1🎲. If an Effect is rolled, the attacker is disarmed, their weapon knocked from their hands and landing anywhere within Close range but outside of Reach.

ENRAGING

Any Weapons

An **Enraging** weapon confuses and infuriates foes so much that they cannot tell friend from foe!

When this weapon inflicts damage on an enemy, you may spend 1 Luck point to enrage the enemy. An Enraged enemy must, for the rest of the scene, attack the nearest enemy they can see.

EXPLOSIVE

Small Guns

An **Explosive** weapon fills the air with explosive bullets!

When this weapon is used to make an attack, each Effect rolled on the attack's damage roll hits a secondary target chosen by the GM within Close range of the main target. These secondary targets suffer half the damage rolled for the attack. The first secondary targets hit *must* be those within Reach of the main target (if any), and this effect does not stack with the Arc or Burst damage effects.

EXTERMINATOR'S

Any Weapon

An **Exterminator's** weapon is especially deadly against insects and other bugs!

Against insects, arachnids, and mirelurks, attacks with this weapon gain the **Vicious** damage effect. If the weapon is already **Vicious**, then it instead inflicts +2 damage per Effect rolled, rather than +1.

FREEZING

Any Weapon

A **Freezing** weapon saps the heat from its targets, freezing them to the spot!

When making an attack with this weapon, you may spend a Luck point to add the **Freeze** damage effect.

FRIGID

Melee Weapons

A **Frigid** weapon wards off attackers with intense cold!

When the wielder of this weapon uses the Defend action and is missed with a melee attack, the attacker immediately suffers 4 🎲 Freeze Energy damage.

FURIOUS

Melee Weapons, Unarmed Attack

A **Furious** weapon gets deadlier against those it has already struck!

When you attack with this weapon against an enemy who has already been hit by this weapon during this scene, add +1 🎲 to the weapon's damage. This is cumulative.

GHOUL SLAYER'S

Any Weapon

A **Ghoul Slayer's** weapon quickly dispatches those necrotic mutants!

Against ghouls, attacks with this weapon gain the **Vicious** damage effect. If the weapon is already **Vicious**, then it instead inflicts +2 damage per Effect rolled, rather than +1.

HITMAN'S

Small Guns, Energy Weapons, Big Guns

A **Hitman's** weapon can strike the most vulnerable parts of a target!

When you take the Aim action with this weapon, the weapon inflicts +1 🎲 damage. This stacks with any damage from the Accurate quality.

HUNTER'S

Any Weapon

A **Hunter's** weapon is ideal for quick kills against wildlife!

Against mammals and lizards, attacks with this weapon gain the **Vicious** damage effect. If the weapon is already **Vicious**, then it instead inflicts +2 damage per Effect rolled, rather than +1.

INCENDIARY

Small Guns

An **Incendiary** weapon leaves enemies burning and bullet-ridden!

This weapon gains the Persistent (Energy) damage effect.

INSTIGATING

Any Weapon

An **Instigating** weapon is the best way to start a fight!

When this weapon is used to make an attack, if the target's HP are at their maximum value, the weapon inflicts +3🎲 damage.

IRRADIATED

Any Weapon

An **Irradiated** weapon will make your enemies leave glow-in-the-dark corpses!

The weapon gains the Radioactive damage effect.

JUNKIE'S

Any Weapon

A **Junkie's** weapon gets more dangerous the stronger your withdrawal symptoms are!

When this weapon is used to make an attack, it inflicts +1🎲 damage for each addiction you're suffering from.

KNEECAPPER

Any Weapon

A **Kneecapper** weapon does exactly as the name promises!

When this weapon is used to make an attack against a target's leg, it causes a critical hit if it inflicts 3 or more damage (after reductions for damage reduction).

LUCKY

Any Weapon

A **Lucky** weapon is just what you need to shift the odds in your favor!

After this weapon is used to make an attack, if you spent any Luck points to re-roll dice (d20s, or 🎲s), roll 1🎲: if an Effect is rolled, you regain one spent Luck point.

MUTANT SLAYER'S

Any Weapon

A **Mutant Slayer's** weapon quickly dispatches those gigantic mutants!

Against super mutants, attacks with this weapon gain the **Vicious** damage effect. If the weapon is already **Vicious**, then it instead inflicts +2 damage per Effect rolled, rather than +1.

NIMBLE

Small Guns, Energy Weapons, Big Guns

A **Nimble** weapon lets you stay on the move while you shoot!

When you take the Aim action with this weapon, you may also take a Move minor action for free.

NOCTURNAL

Any Weapon

A **Nocturnal** weapon helps make your enemies dead in the dead of night!

Between sunset and sunrise, attacks with this weapon gain the **Vicious** damage effect. If the weapon is already **Vicious**, then it instead inflicts +2 damage per Effect rolled, rather than +1.

PENETRATING

Any Weapon

A **Penetrating** weapon can overcome any armor!

Attacks with this weapon gain the **Piercing 2** damage effect. If the weapon is already Piercing, then it increases the rating of the weapon's Piercing damage effect by +2.

PLASMA INFUSED

Small Guns.

A **Plasma Infused** weapon adds a plasma punch to every shot!

This weapon inflicts +2 damage, and deals both Energy and Physical damage, like a plasma weapon. Roll damage as normal, and then reduce the total by whichever of the target's damage resistances is lower out of Physical or Energy.

POISONER'S

Any Weapon

A **Poisoner's** weapon has a toxic after-effect!

Attacks with this weapon gain the **Persistent (Poison)** damage effect.

POWERFUL / MIGHTY

Any Weapon

A **Powerful/Mighty** weapon deals much more damage!

This property is called Powerful when applied to ranged weapons, and Mighty when applied to melee weapons.

Attacks with this weapon inflict +2 damage.

QUICKDRAW

Any Weapon

A **Quickdraw** weapon can be in your hands in an instant!

When you draw this weapon using the Draw Item minor action, it does not count as one of your limit of minor actions for the turn, and does not cost any AP to perform.

RAPID

Small Guns, Energy Weapons, Big Guns

A **Rapid** weapon can be loaded and fired much more quickly!

This weapon gains +3 Fire Rate. This can take the weapon's Fire Rate above 6.

RELENTLESS

All Guns

A **Relentless** weapon means you'll never need to slow down that rampage!

When you inflict a critical hit on an enemy, you may spend 1 Luck point to immediately regain any AP spent on that attack (to buy bonus d20s, to increase damage, etc.)

SENTINEL'S

Melee Weapons, Unarmed Attack

A **Sentinel's** weapon is great for fending off enemy attacks!

When you are wielding this weapon, you gain +2 Physical damage resistance and Energy damage resistance so long as you did not move in your previous turn. This increases to +3 to Physical and Energy damage resistance if the weapon has the Parry quality.

STAGGERING

All Weapons

A **Staggering** weapon will keep your enemies off-balance!

This weapon gains the Stun damage effect.

STALKER'S

Small Guns, Energy Weapons, Big Guns

A **Stalker's** weapon is a devastating way to start a fight!

When you make a sneak attack with this weapon, and you take no other actions other than an Aim minor action on that turn, you may replace 1d20 in your dice pool (before rolling) with a d20 that counts as having already rolled a 1.

STEADFAST

Small Guns, Energy Weapons, Big Guns

A **Steadfast** weapon has aims true no matter what distractions you face!

When you take the Aim minor action with this weapon, you increase your Physical damage resistance by +2 until the start of your next turn.

TROUBLESHOOTER'S

Any Weapon

A **Troubleshooter's** weapon quickly solves all robot-related problems!

Against robots, attacks with this weapon gain the **Vicious** damage effect. If the weapon is already **Vicious**, then it instead inflicts +2 damage per Effect rolled, rather than +1.

TWO-SHOT

Small Guns, Energy Weapons, Big Guns

A **Two-Shot** weapon fires twice the bullets for twice the carnage!

The weapon gains the Vicious damage effect and inflicts +2 🎲 damage, but gains the Ammo-Hungry (2) quality

VIOLENT

Small Guns.

A **Violent** weapon kicks like a brahmin, and does worse to your foes!

This weapon inflicts +2 🎲 damage, and it causes an injury if it inflicts four or more damage in one hit (after reductions for damage resistance). However, it gains the Recoil (7) quality, or adds +1 to the rating of any existing Recoil quality.

WOUNDING

Any Weapon

A **Wounding** weapon causes nasty lasting wounds that bleed profusely!

The weapon gains the Persistent (Physical) damage effect.

LEGENDARY ARMOR

The following are properties which can be applied to **Legendary Armor**. Legendary Armor always provides +1 to both Physical damage resistance and Energy damage resistance, in addition to the effects of any property it has.

Each Legendary Armor property can only apply once, unless otherwise stated.

To create a piece of **Legendary Armor**, first determine the piece of armor being made Legendary: this may be normal armor, or Power Armor. Then roll 1d20 to determine which property the armor receives, based on which location the armor piece covers. If the armor piece covers multiple locations, then choose one of the covered locations to receive the benefit.

You may spend a Luck point to adjust the result up or down by an amount equal to your LCK score.

Legendary Armor Table

LEGENDARY PROPERTY	HEAD	ARM	TORSO	LEG
Acrobat's	-	-	-	1
Assassin's	1	1	1	2
Auto Stim	-	-	2	-
Bolstering	-	-	3	-
Cavalier's	-	2	-	-
Chameleon	-	-	4	-
Champion	-	3	-	-
Cloaking	2	4	5	3
Cryogenic	3	5	6	4
Cunning	4	-	-	5
Duelist's	5	6	7	6
Exterminator's	6	7	8	7
Ghoul Slayer's	7	8	9	8
Hunter's	8	9	10	9
Incendiary	9	10	11	10
Lucky	10	11	12	11
Martyr's	11	12	13	12
Mutant Slayer's	12	13	14	13
Poisoner's	13	14	15	14
Powered	14	15	-	15
Punishing	-	-	16	16
Rad Powered	15	16	17	17
Safecracker's	-	17	-	-
Sentinel's	-	18	-	-
Sharp	16	19	18	18
Sprinter's	17	-	-	19
Troubleshooter's	18	20	19	20
Unyielding	-	-	20	-

ACROBAT'S

Leg Armor

Wearing **Acrobat's** armor means you'll always land on your feet!

While wearing this armor, halve any damage caused by falling, after any reductions for damage resistance; if you're wearing two pieces of Acrobat's Armor, you no longer suffer damage from falling.

ASSASSIN'S

Any Armor

Wearing **Assassin's** armor keeps raiders and other human foes off your back!

This armor provides +2 Physical damage resistance and Energy damage resistance against attacks from human enemies.

For the purposes of this rule, human characters are any PCs from the Brotherhood of Steel, Survivor, or Vault Dweller origins, and any PC with the **Human** keyword, but without the **Mutated** keyword.

AUTO STIM

Torso Armor

Wearing **Auto Stim** armor will keep you in the fight!

Once per scene, while wearing this armor, if your current HP is reduced to less than 1/4 of your maximum HP, you immediately use a Stimpak (or Diluted Stimpak, or Super Stimpak) to heal yourself, as if you'd taken the Use Chem action. This does not take an action, and happens automatically outside of your turn. You must be carrying a Stimpak of some kind for this effect to happen.

BOLSTERING

Torso Armor

Wearing **Bolstering** armor makes you more resistant the more they hit you!

While wearing this armor, you gain +2 Physical and Energy damage resistance to all hit locations when your current HP is less than half your maximum HP. This increases to +3 Physical and Energy damage resistance when your current HP is less than 1/4 of your maximum HP.

CAVALIER'S

Arm Armor

Wearing **Cavalier's** armor helps you shrug off harm when on the move!

When you take the Defend or Sprint actions while wearing this armor, you gain +2 Physical damage resistance to all locations until the start of your next turn.

CHAMELEON

Torso Armor

Wearing **Chameleon** armor keeps enemies from seeing where you're hidden!

When you are hidden and not moving while wearing this armor, enemies attempting tests to find you add +1 to their difficulty.

CHAMPION

Arm Armor

Wearing **Champion** armor makes you strong and tough!

Once per scene, when you are wearing this armor, you may take one die from your dice pool (before rolling) on any STR or END test you attempt, and set it so that it counts as rolling a 1.

CLOAKING

Any Armor

Wearing **Cloaking** armor lets you disappear from a fight!

Once per scene, when you are hit by a melee attack while wearing this armor, you become invisible. This functions like a Stealth Boy (***Fallout: The Roleplaying Game Core Rulebook**, p.171*).

CRYOGENIC

Any Armor

Wearing **Cryogenic** armor gives your enemies the cold shoulder!

When you are wearing this armor, enemy melee attacks increase their complication range by 1, and they suffer X ☺ Freeze Energy damage upon suffering a complication, where X is the number of damage dice the enemy's attack would roll.

CUNNING

Head Armor, Leg Armor

Wearing **Cunning** armor makes you quick and perceptive!

Once per scene, when you are wearing this armor, you may take one die from your dice pool (before rolling) on any AGI or PER test you attempt, and set it so that it counts as rolling a 1.

DUELIST'S

Arm Armor

Duelist's armor can turn aside any weapon!

When you are wearing this armor, enemy melee attacks increase their complication range by 1; on a complication, the attacker's weapon is knocked from their hand and lands anywhere within Close range but outside of Reach.

EXTERMINATOR'S

Any Armor

Wearing **Exterminator's** armor keeps bugs at bay!

This armor provides +2 Physical resistance and Energy damage resistance against attacks from insect, arachnid, or mirelurk enemies.

GHOUL SLAYER'S

Any Armor

Ghoul Slayer's armor is proof against any ghoul attack!

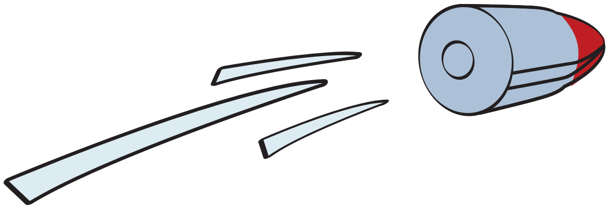
This armor provides +2 Physical damage resistance, Energy damage resistance, and Radiation damage resistance against attacks from Ghoul enemies.

HUNTER'S

Any Armor

Wearing **Exterminator's** armor keeps bugs at bay!

This armor provides +2 Physical damage resistance and Energy damage resistance against attacks from mammal or lizard enemies.



INCENDIARY

Any Armor

Wearing **Incendiary** armor keeps away foes who can't stand the heat!

When you are wearing this armor, enemy melee attacks increase their complication range by 1, and they suffer X 🎲 Persistent Energy damage upon suffering a complication, where X is the number of damage dice the enemy's attack would roll.

LUCKY

Any Armor

Wearing **Lucky** armor brings fortune your way!

Once per day, when you are wearing this armor, when you spend a Luck point to re-roll die, you may instead count a d20 you would have re-rolled so that it counts as rolling a 1, or any 🎲 you would have re-rolled as if they had rolled Effects.

MARTYR'S

Any Armor

Wearing **Martyr's** armor gives you a little more oomph when things seem dire!

When you are wearing this armor, and your current HP are below 1/4 of your maximum HP, then you reduce the AP cost to take additional actions in combat by 1. This does not stack with other effects that reduce the AP cost of extra actions, such as Jet.

MUTANT SLAYER'S

Any Armor

Mutant Slayer's armor is super strong against super mutants!

This armor provides +2 Physical damage resistance and Energy damage resistance against attacks from super mutant enemies.

POISONER'S

Any Armor

Poisoner's armor protects against any toxin!

This armor provides +4 Poison damage resistance.

POWERED

Head Armor, Arm Armor, Leg Armor

Wearing **Powered** armor keeps you in the action!

While wearing this armor, add 1 AP to the group pool at the start of each of your turns in combat.

PUNISHING

Torso Armor, Leg Armor

Wearing **Punishing** armor makes enemies regret attacking you!

While wearing this armor, if you are hit by a melee attack, each Effect rolled on the damage roll inflicts 1 damage (of the same type as they are inflicting) to them; total up the damage before reductions from damage resistance.

RAD POWERED

Any Armor

Wearing **Rad Powered** armor turns irradiation into unstoppable force!

Once per scene, when you are wearing this armor and have one or more Radiation damage, you may take 1d20 from your dice pool (before rolling) on any STR test you attempt, and set it so that it counts as rolling a 1. You may do this one additional time per scene for every 5 Radiation damage you have.

SAFECRACKER'S

Arm Armor

Wearing **Safecracker's** armor means that doors are no defence against you!

Once per scene, while wearing this armor, you may take 1d20 from your dice pool (before rolling) on any **Lockpick** test you attempt, and set it so that it counts as rolling a 1.

SENTINEL'S

Arm Armor

Wearing **Sentinel's** armor makes you an immovable object!

While wearing this armor, you gain +3 Physical damage resistance and Energy damage resistance so long as you did not move in your previous turn.

SHARP

Any Armor

Wearing **Sharp** armor is ideal for incisive insights and cutting remarks alike!

Once per scene, when you are wearing this armor, you may take 1d20 from your dice pool (before rolling) on any INT or CHA test you attempt, and set it so that it counts as rolling a 1.

SPRINTER'S

Head Armor, Leg Armor

Wearing **Sprinter's** armor keeps you mobile!

When you would spend one or more AP to cross difficult terrain or obstacles, reduce the AP cost by 1, to a minimum of 0.

TROUBLESHOOTER'S

Any Armor

Troubleshooter's armor keeps you protected when roughhousing with robots!

This armor provides +2 Physical damage resistance and Energy damage resistance against attacks from Robot enemies.

UNYIELDING

Torso Armor

Wearing **Unyielding** armor means never giving up!

While wearing this armor, while your current HP are below 1/4 of your maximum HP, you may re-roll 1d20 on any test you attempt.

RARE BOOKS AND MAGAZINES

Books and magazines are old pre-War publications which provided information and entertainment to the masses. In the Wasteland, they're a useful source of forgotten or rare information.

When you discover a book or magazine during looting or when trading with someone else, instead of rolling on the random publication table on *p.172* of the ***Fallout: The Roleplaying Game Core Rulebook***, you may spend 1 Luck point to discover a **Rare Book**; some of the items are found in the form of holotapes rather than books, but they're all treated the same way in game. These have a weight of <1, a cost of 500, and a rarity of 4. Roll on the table below to determine which Rare Book is found.

A Rare Book contains a rare perk: reading the book (taking an hour) grants the character access to a perk which is not normally available to characters when they level up. A character who has gained access to a rare perk may select that perk when they level up.

D20 ROLL	RARE BOOK	RARE PERK
1	101 Heroic Last Stands	Blood Sacrifice!
2	Atomic Command (Holotape)	Nuclear Proliferator
3	Automatron (holotape)	Electric Absorption
4	Big Book of Science	Brawling Chemist
5	Chinese Army: Special Ops Training Manual	Follow-Through
6	Dress to Survive	Funky Duds
7	Duck and Cover Annual	Detonation Contagion
8	Grognak and the Ruby Ruins (holotape)	Collateral Damage
9	Guns and Bullets Annual	Ammo Factory
10	Hot Summer Fashions	Sizzling Style
11	Journal of Internal Medicine	Survival Shortcut
12	Nikola Tesla and You	Power Armor Reboot
13	Pipfall (holotape)	What Rads?
14	Pugilism Illustrated	Exploding Palm
15	Red Menace (holotape)	Power Sprinter
16	Scout Handbook	Botany Buddy
17	The Collected Adventures of Grognak the Barbarian	Hack and Slash
18	The Pointy End: A Guide to Swords	Arms Breaking
19	U.S. Army: 30 Handy Flamethrower Recipes	Far-Flung Fireworks
20	Zeta Invaders (holotape)	Retribution

AMMO FACTORY

Ranks: 1

Requirements: Rare book, Level 5+

When you craft ammunition, double the amount of ammunition you produce.

ARMS BREAKING

Ranks: 3

Requirements: Rare book, Level 7+

When you succeed at a melee attack, if you are wearing Power Armor or are a super mutant, you may spend 3 AP to break a weapon your target was wielding. The broken weapon can no longer be used until repaired. At rank 2, the cost to do this is reduced to 2 AP. At rank 3, the cost to do this is reduced to 1 AP.

Each time you take this perk, the level requirement increases by 6.

BLOOD SACRIFICE!

Ranks: 3

Requirements: Rare book, Level 6+

When you are reduced to 0 HP, all other party members and companions gain +2 to Physical and Energy damage resistance, and immediately regain 4 HP. At rank 2, increase the amount of HP regained by 2. At rank 3, increase the amount of Physical and Energy damage resistance +3 each, and increase the amount of HP regained by a further +2.

Each time you take this perk, the level requirement increases by 6.

BOTANY BUDDY

Ranks: 1

Requirements: Rare book, Level 6+

When you forage for food (using the Foraging table on *p.202* of the ***Fallout: The Roleplaying Game Core Rulebook***), you may spend 1 Luck point. If you do so, then you and your allies (including companions) immediately regain 4 HP add +2 to their Physical damage reduction until the end of the next scene.

BRAWLING CHEMIST

Ranks: 3

Requirements: Rare perk, Level 11+

You've discovered the recipe to a potent combat stimulant, *Super Chem Mk I* (see sidebar) which makes you far tougher and deadlier in a fight with few drawbacks. However, the drug has a very short lifespan, and the mixture becomes useless after a matter of hours. At rank 1, each dose created becomes useless 6 hours after being created. At rank 2, this increases to 12 hours. At rank 3, this increases to 24 hours.

Each time you take this perk, the level requirement increases by 5.

MASSACHUSETTS
SURGICAL JOURNAL
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LET'S PLAY DOCTOR!

Super Chem Mk I

This potent stimulant comes with no risk of withdrawal or addiction, and lasts for several minutes, but the serum is only useful for a few hours after creation.

ITEM	EFFECTS	DURATION	ADDICTIVE?	WEIGHT	COST	RARITY
Super Chem Mk I	Re-roll 1d20 on STR tests, +2🎲 to melee damage, +3 Physical damage resistance	Lasting	No	<1	N/A	N/A

CHEMISTRY ITEM	MATERIALS	COMPLEXITY	PERKS	SKILL	RARITY
Super Chem Mk I	1x Stimpak 1x Buffout 2x Hubflower	3	Brawling Chemist 1	Science	Rare

COLLATERAL DAMAGE

Ranks: 1

Requirements: Rare perk, Level 9+

When you kill an enemy with a melee weapon, you may spend a Luck point to make them explode. If they explode, roll a number of 🎲 equal to half your melee weapon's damage rating (round down). For each Effect rolled, one creature within Close range of the exploding enemy (starting with the closest, GM's discretion) suffers physical damage equal to the total rolled on the 🎲.

DETONATION CONTAGION

Ranks: 1

Requirements: Rare perk, Level 9+

When you kill an enemy with a thrown explosive weapon, you may spend a Luck point to make them explode. If they explode, roll a number of 🎲 equal to half your explosive weapon's damage rating (round down). For each Effect rolled, one creature within Close range of the exploding enemy (starting with the closest, GM's discretion) suffers Physical damage equal to the total rolled on the 🎲. Resolve exploding enemies after you finish resolving the attack with the explosive weapon.

ELECTRIC ABSORPTION

Ranks: 3

Requirements: Rare perk, Level 9+

Once per scene, if you are a robot or wearing power armor, when you are hit by an attack dealing Energy damage, you may spend a Luck point to absorb that attack. An absorbed attack deals no damage. Instead, you regain HP (if in power armor, these will be Armor HP on the location hit) equal to the number of Effects rolled on the attack's damage roll. In addition, power armor regains one charge to its fusion core. At higher ranks, this perk may be used a number of times per scene equal to its rank.

Each time you take this perk, the level requirement increases by 9.

EXPLODING PALM

Ranks: 3

Requirements: Rare perk, Level 9+

When you succeed at a melee attack with an Unarmed weapon, you may spend 1 AP for the attack to be an Exploding Palm strike: when making an Exploding Palm strike, each Effect rolled causes one enemy within Close range of the target (starting with those within Reach of the initial target, excluding yourself) to suffer 3🎲 physical damage. At rank 2, the explosion damage increases to 4🎲. At rank 3, this increases to 5🎲.

Each time you take this perk, the level requirement increases by 9.

FAR-FLUNG FIREWORKS

Ranks: 1

Requirements: Rare perk, Level 9+

When you kill an enemy with a ranged weapon, you may spend 1 Luck point to make them explode. If they explode, roll a number of 🎲 equal to half your melee weapon's damage rating (round down). For each Effect rolled, one creature within Close range of the exploding enemy (starting with the closest, GM's discretion) suffers Physical damage equal to the total rolled on the 🎲.

FUNKY DUDS

Ranks: 3

Requirements: Rare perk, Level 7+

When you are wearing a full set of a single type of armor—i.e., all Sturdy Leather Armor, or all Heavy Combat Armor, or all T-51 Power Armor, on all the locations which can have a piece of that type of armor—you gain an additional +5 Poison damage resistance. At rank 2, this increases to +8. At rank 3, this increases to +10.

Each time you take this perk, the level requirement increases by 7.

FOLLOW-THROUGH

Ranks: 3

Requirements: Rare perk, Level 8+

When you succeed at a ranged sneak attack against an enemy, all attacks against that enemy until the start of your next turn inflict +1🎲 damage. At rank 2, this increases to +2🎲. At rank 3, this increases to +3🎲.

Each time you take this perk, the level requirement increases by 8.

HACK AND SLASH

Ranks: 3

Requirements: Rare perk, Level 8+

At rank 1, when you succeed at a melee attack, you may spend AP to have one additional enemy within Reach also takes the attack's full damage: the AP required is the Defense of the additional target. At rank 2, you may affect up to two additional enemies this way, spending AP for each. At rank 3, you may affect up to three additional enemies, and the AP cost to affect them is reduced by 1, to a minimum of 1.

Each time you take this perk, the level requirement increases by 8.

MASTER INFILTRATOR

Ranks: 3

Requirements: Rare perk, Level 8+

When you attempt to unlock a lock using a Lockpick test, or attempt to hack a terminal with a Science test, you may spend 1 Luck point to automatically succeed at a test of a certain difficulty or lower. At rank 1, you may automatically succeed at difficulty 1 tests. At rank 2, you may automatically succeed at difficulty 2 or lower tests. At rank 3, you may automatically succeed at difficulty 3 or lower tests.

Each time you take this perk, the level requirement increases by 8.

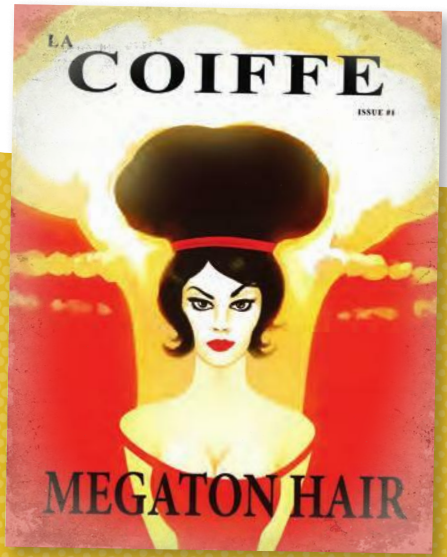
NUCLEAR PROLIFERATOR

Ranks: 3

Requirements: Rare perk, Level 11+

You've discovered the plans for a type of lightweight nuclear warhead (see sidebar). However, the radioactive material decays very quickly, and the device becomes useless after a matter of hours. At rank 1, each device created becomes useless 6 hours after being created. At rank 2, this increases to 12 hours. At rank 3, this increases to 24 hours.

Each time you take this perk, the level requirement increases by 6.



Lightweight Mini-Nuke

This compact nuclear weapon can be thrown like a hand grenade, but is more compact than most similar devices. The weapon generates an intense burst of radiation, but the radioactive materials decay fast and are rendered useless within hours.

NAME	WEAPON TYPE	DAMAGE RATING	DAMAGE EFFECTS	DAMAGE TYPE	QUALITIES	WEIGHT	COST	RARITY
Lightweight Mini-Nuke	Explosive	6 🎲	Radioactive	Physical	Blast, Thrown (M)	1	N/A	N/A

CHEMISTRY ITEM	MATERIALS	COMPLEXITY	PERKS	SKILL	RARITY
Lightweight Mini-Nuke	1x Frag Grenade 2x Radioactive Material (Rare)	2	Nuclear Proliferator 1	Explosives	Rare

POWER ARMOR REBOOT

Ranks: 1

Requirements: Rare perk, Level 10+

Once per day, if you are reduced to 0 HP while wearing Power Armor, you may spend 1 Luck point to immediately be revived, regaining all your HP and half of any HP lost on your power armor.

POWER SPRINTER

Ranks: 1

Requirements: Rare perk, Level 8+

While you're wearing Power Armor, you move through difficult terrain or over obstacles, reduce the AP cost to do so by 2, to a minimum of 0.

RETRIBUTION

Ranks: 3

Requirements: Rare perk, Level 12+

When you use the Defend action, and an enemy misses you with a melee attack, you regain 2 HP and add 1 AP to the group pool. At rank 2, increase this to 3 HP and 2 AP. At rank 3, increase this to 4 HP and 3 AP.

Each time you take this perk, the level requirement increases by 6.

SIZZLING STYLE

Ranks: 1

Requirements: Rare perk, Level 7+

When you are wearing a full set of a single type of armor—i.e., all Sturdy Leather Armor, or all Heavy Combat Armor, or all T-51 Power Armor, on all the locations which can have a piece of that type of armor—you gain an additional +5 Energy damage resistance, which only applies against fire (such as attacks from Flamers, or Persistent damage from incendiary attacks).

SURVIVAL SHORTCUT

Ranks: 3

Requirements: Rare perk, Level 11+

You've discovered the recipe to a potent medicine, the *Survival Syringe* (see sidebar) which seems like a miracle cure-all. However, the dug has a very short lifespan, and the mixture becomes useless after a matter of hours. At rank 1, each dose created becomes useless 6 hours after being created. At rank 2, this increases to 12 hours. At rank 3, this increases to 24 hours.

Each time you take this perk, the level requirement increases by 5.

Survival Syringe

This potent medicine seems to cure most ailments, and even abates hunger and thirst, but the serum is only useful for a few hours after creation.

ITEM	EFFECTS	DURATION	ADDICTIVE?	WEIGHT	COST	RARITY
Survival Syringe	Heals 4 HP (as Stimpak) Cures all illnesses Restores Hunger and Thirst states to full.	Lasting	No	<1	N/A	N/A

CHEMISTRY ITEM	MATERIALS	COMPLEXITY	PERKS	SKILL	RARITY
Survival Syringe	1x Stimpak 1x Nuka-Cola 1x Antibiotics	3	Survival Shortcut 1	Science	Rare

WHAT RADS?

Ranks: 1

Requirements: Rare perk, Level 9+

Your Radiation damage resistance is increased by +5. ou also heal 1 Radiation damage each time you heal one or more HP.

IRRADIATED FOOD

FOOD ITEMS

ITEM	HP HEALED	OTHER EFFECTS	IRRADIATED?	WEIGHT	COST	RARITY
Angler Meat	6	-	1 ☢	1	60	2
Cave Cricket Meat	4	-	1 ☢	<1	18	1
Cazador Egg	6	-	1 ☢	<1	35	2
Cazador Omelet	8	Immunity to poison until the end of the scene		<1	50	3
Crispy Cave Cricket	6	May re-roll 1d20 on all AGI tests until the end of the scene		<1	25	2
Gecko Kebab	7	-		<1	20	1
Gecko Meat	5		☢	<1	12	1
Giant Ant Meat	4		1 ☢	<1	3	0
Giant Mantis Foreleg	6		1 ☢	<1	30	2
Grilled Giant Mantis	8	May re-roll 1d20 on any Sneak test until the end of the scene		<1	50	2
Gulper Innards	3		1 ☢	1	5	2
Gulper Slurry	10	+1 Energy damage resistance until the end of the next scene		1	45	2
Hermit Crab Meat	8		1 ☢	1		3
Hermit Crab Steak	10	Double your carrying capacity until the end of the scene	1 ☢	1		4
Honey	5	Honey can be added to any dish to sweeten the meal. The food item gains the following effect: +1AP limit until the end of the next scene		<1	20	3
Honey Cake	12	+3 radiation resistance to the end of the next scene		1	80	4
Honeycomb	6			<1	30	3
Lamb Chops	10	Increase your melee bonus by +1 until the end of the scene	1 ☢	1	100	4
Lure Weed	2		1 ☢	<1	5	1
Mega Sloth Meat	7		1 ☢	1	80	
Mega Sloth Mushroom	4		1 ☢	<1	40	
Mega Sloth Steak	10	+2 to Physical and Energy damage resistance until the end of the scene		1	110	4

ITEM	HP HEALED	OTHER EFFECTS	IRRADIATED?	WEIGHT	COST	RARITY
Mega Sloth Mushroom Soup	6	Until the end of the next scene, the target takes an additional 2☢ damage when you score a critical hit	1☢	1	60	3
Mongrel Ribs	7	Until the end of the scene, you may see in complete darkness, dim lighting and darkness no longer impose difficulty to you	1☢	<1	30	2
Mutton Meat Pie	15	Increase your melee bonus by +1 until the end of the next scene	1☢	1	120	4
Poached Angler	10	Suffer no difficulty increase for attacks and movements made underwater until the end of the scene		1	100	4
Radrat Meat	4	-	2☢	<1	4	0
Roasted Radrat	7	+1 AP to group pool until the end of the scene		<1	10	1
Scorchbeast Meat	9	-	2☢	1	100	4
Scorchbeast Steak	14	Regain 1 Luck point			120	4
Scorchbeast Stew	12	+3 to Radiation damage resistance until the end of the next scene			130	4
Sheepsquatch Meat	8		1☢	1	120	4
Snallygaster Innards	3	-	2☢	1	30	3
Snallygaster Stew	9	+2 to Poison damage resistance until the end of the next scene		1	80	4

ANGLER MEAT

Raw meat butchered from an angler. Slimy and tough, it's hard to stomach uncooked.

Angler Meat can be cooked to make Poached Angler.

CAVE CRICKET MEAT

Somewhat of a delicacy, meat from the hide legs of a cave cricket is said to be delicious. Though a little tough, it's a good source of protein and radiation, as well as a rare treat in the Wastelands.

Cave Cricket Meat can be cooked to make Crispy Cave Cricket.

CAZADOR EGG

Eggs taken from a cazador. If you managed to get these away from those protective creatures, you deserve the treat.

Cazador Egg can be cooked to make Cazador Omelet.

CAZADOR OMELET

An omelet made from cazador eggs. Not only is it delicious and nutritious, but the cazador's innate resistance to poisons survives the cooking process, adding that extra kick that makes up for the trail of getting the eggs in the first place.

CRISPY CAVE CRICKET

Considered a delicacy by some. That initial crunch as you bite into crispy cave cricket is certainly unforgettable, one way or the other. It is undeniably filling and will add a spring to your step.

GECKO KEBAB

Slow roasted over a fire, these skewers of gecko meat are filling and not much else. Still, they're better than having an empty stomach.

GECKO MEAT

Butchered from geckos, the meat of these small and abundant creatures can make for a veritable wasteland feast if a fire is at hand. Though cooking does little about the smell it at least makes the meat palatable, as uncooked it can make the stomach churn.

Gecko Meat can be cooked to make Gecko Kebab.

GIANT ANT MEAT

The severed abdomen of a giant ant can be considered edible if one lowers their standards enough, which is sometimes inevitable in the Wastelands. One can only hope the nourishment it brings will be enough to offset its horrendously acrid taste.

GIANT MANTIS FORELEG

The meat found under the hard exoskeleton of the giant mantis is surprisingly edible and nutritious, if a little plain, it makes for a good blank canvas to carry herbs or honey.

Giant Mantis Foreleg can be cooked into Grilled Giant Mantis.

GRILLED GIANT MANTIS

Glazed with honey and marinated in wine, these grilled mantis legs are fit for a raider boss. Sweet, rich, and, most importantly, filling, grilled giant mantis goes down faster than a radstag to a Fat Man, providing you don't mind insects.

GULPER INNARDS

For many long years, the pre-War government encouraged its citizens to help the war effort by leaving no part of the animal unused. They would be proud of you now. Though somewhat unpleasant, you have heard it's meant to be good for you, and one can't be too picky if it doesn't kill you..

Gulper Innards can be cooked to make Gulper Slurry.

GULPER SLURRY

Somehow less appetizing than its components, gulper slurry is a thick mush of boiled intestines, lung, and other offal. Despite its appearance, the slurry tastes surprisingly subtle, mainly tasting of iron and having mostly lost the flavors normally associated with gulper flesh.

HERMIT CRAB MEAT

Carefully extracted from the hermit crab, this meat is some of the best to be found in the Wastelands, which is probably why its prior owner was so careful about protecting itself. It's best eaten quickly, however, as the flesh starts to sour after death, rapidly rotting into a pungent slop. Hermit Crab Meat can be cooked to make Hermit Crab Steak.

HERMIT CRAB STEAK

Nutty and surprisingly sweet when cooked well, the meat of a hermit crab is something to be treasured. Though not the most filling, the sheer quantity of meat extractable from a hermit crab is easily enough to feed a small raiding party.

HONEY

Sweet and floral, honey takes on the flavors of the local plants and greenery. Though there is short supply in many parts of the Wasteland, anywhere bees can still be found, so can honey. One of its strangest properties however is its incredible shelf life, as, if stored correctly, it never spoils.

Honey can be added as a sweetener to any food or can be cooked to make Honey Cake or Grilled Giant Mantis.

HONEY CAKE

Sweet and soft honey cakes are the perfect treat after a hard days surviving, with the added bonus that all those irradiated ingredients combined make you feel stronger than ever and ready to take on whatever the wasteland can throw at you.

HONEYCOMB

Pulled directly from inside a hive, where sheets of wax and raw honey await. A pleasant treat, whether you prefer to eat it whole or otherwise extract and filter the honey yourself. It's easy to see why it's so popular amongst those who have had it.

Honeycomb can be broken down into Honey or cooked to make Honey Cake.

LAMB CHOPS

A pre-War staple reimagined for the post-apocalypse. No one would believe you if you told them where you got the meat, but these succulent chops truly can't be beat.

LURE WEED

Plucked from the misty banks of an island, these bioluminescent plants give off a gentle light that sorrowfully extinguishes when harvested. The plant is watery and gentle when eaten raw, its insides translucent and soft. Though its collection can be dangerous, it's tasty and works well in the bases of stews and sauces.

Lure Weed can be cooked to make Mongrel Ribs.

MEGA SLOTH MEAT

Butchered from mega sloths, this meat is rich and there's plenty of it. It seems to be heavier than most other meats, but that might just be the knowledge you killed a gentle giant to get it.

Mega Sloth Meat can be cooked to make Mega Sloth Steak.

MEGA SLOTH MUSHROOM

Harvested from the back of a mega sloth, these fungi can be found nowhere else in the Wasteland. Their peculiar habitat lets them reach huge sizes, and if handled violently, can expel large clouds of spores.

Mega Sloth Mushrooms can be cooked to make Mega Sloth Mushroom Soup.

MEGA SLOTH STEAK

Seared and delicious, these steaks are rich, flavorful, and perfectly seasoned by a diet of mosses and leaves. You can feel the strength and resilience of these terrestrial giants flowing through you with every bite.

MEGA SLOTH MUSHROOM SOUP

Beautifully balanced, earthy and aromatic this soup gives you the strength and ferocity of an awakened mega sloth. You have to feel sorry for anything that gets on the wrong side of you after a bowl of this.

MONGREL RIBS

Mixed with lure weed, this foodstuff has strange properties. Whether due to the sharp senses of the animal or the strange bioluminescence of the lure weed, it's said those that eat this gain the ability to see in the dark, like a much meatier carrot.

MUTTON MEAT PIE

Earthy and rich, this meat pie is a pleasure to eat, and with the stories you tell of its origins, one would think it would make for the perfect meal. But even the most charismatic of raiders may struggle to convince their friends the dish was the result of anything more than too much jet and an unguarded farm.

POACHED ANGLER

Poached in the waters that it once hunted, the flesh is surprisingly soft and delicate, flaking at the slightest touch and with a pleasantly fishy flavor. Anyone with the skills to procure angler meat is in for a treat if they prepare it correctly.

RADRAT MEAT

Radrats are irradiated and scrawny, but if you know your way around a knife, there's still meat to be had.

Radrat meat can be cooked to make Roasted Radrat.

ROASTED RADRAT

Slow cooked over a fire, roasted radrat is tough, chewy, and leaves a distinctive taste in the mouth. Not necessarily a nice taste, but certainly a distinctive one.

SCORCHBEAST MEAT

The well developed flight muscles and powerful thighs of the scorchbeast make it an incredible source of meat for anyone with a death wish. if you're lucky enough to take one out then tuck in, you've earned it!

Scorchbeast Meat can be cooked to make Scorchbeast Steak or Scorchbeast Stew.

SCORCHBEAST STEAK

Succulent, juicy, and available however you like it. If you're digging into this rare delicacy, you just know you're one of the luckiest people in the Wasteland.

SCORCHBEAST STEW

If steak's not to your liking or you simply want something with a few more vegetables, then scorchbeast stew is packed with flavor, fiber, and that special something that can only be gained from giant irradiated beasts.

SHEEPSQUATCH MEAT

The hunt was long and the battle grueling, but you persevered. Naysayers told you there was no such thing as a Sheepsquatch, but you showed them! Congratulations on hunting one of the most elusive creatures in Appalachia; now it's time to carve it up into unrecognizable chunks to prove your hunting prowess to everyone.

Sheepsquatch Meat can be cooked to make Lamb Chops or Mutton Meat Pie.

SNALLYGASTER INNARDS

Slimy, slick, and generally unpleasant, these entrails can be butchered from a dead snallygaster and then hopefully put into a sealed container.

Snallygaster Innards can be cooked to make Snallygaster Stew.

SNALLYGASTER STEW

Cooking does little to improve the snallygaster smell or taste. If you can keep this down, then you're fit to take on anything.

GASOLINE
RED ROCKET
DIESEL FUSION
YOU'RE GOOD TO GO!!

COOKING STATION

COOKING ITEM	MATERIALS	COMPLEXITY	PERKS	SKILL	RARITY
Cazador Omelet	Cazador eggs x2 Purified water x1	2	-	Survival	Common
Crispy Cave Cricket	Cave Cricket meat x3	1	-	Survival	Common
Gecko Kebab	Gecko meat x1 Common Materials x1	1	-	Survival	Common
Grilled Giant Mantis	Giant mantis meat x2 Honey x1	1	-	Survival	Common
Gulper Slurry	Dirty water x1 Gourd x1 Gulper innards x1 Razorgain x1	4	-	Survival	Rare
Hermit Crab Steak	1x Hermit crab Meat	1	-	Survival	Uncommon
Honey	Honeycomb x1	1	-	Survival	Uncommon
Honey Cake	Honey x1 Honeycomb x1 Razorgrain x1 mirelurk egg x2	4	-	Survival	Rare
Lamb Chops	Sheepsquatch meat x1	1	-	Survival	Rare
Mega Sloth Steak	Mega sloth meat x1	1	-	Survival	Uncommon
Mega Sloth Mushroom Soup	Dirty water x1 Mega sloth mushroom x1	2		Survival	Uncommon
Mongrel Ribs	Mongrel Dog Meat x1 Lureweed x1	2	-	Survival	Uncommon
Mutton Meat Pie	Sheepsquatch meat x2 Razorgrain x2 Dirty Water x1 Carrot x2	4	-	Survival	Rare
Poached Angler	Angler Meat x2	1	-	Survival	Common
Roasted Radrat	Radrat meat x1	1	-	Survival	Common
Scorchbeast Steak	Scorchbeast meat x1	1	-	Survival	Uncommon
Scorchbeast Stew	Carrot x1 Dirty water x1 Scorchbeast meat x1 Tato x1	4	-		Rair
Snallygaster Stew	Dirty water x1 Snallygaster innards x1 Tato x1	3	-	Survival	Uncommon

CHEMISTRY STATION

CHEMISTRY ITEM	MATERIALS	COMPLEXITY	PERKS	SKILL	RARITY
SYRINGER AMMUNITION					
Cazadores Sting	Uncommon Materials x1 Common Material x1 Cazador Stinger x1	3	-	Science	Common

JUNK

For players and GMs who want a bit more detail in their scavenging and salvaging, we've provided some in-depth junk tables that allow players to find all manner of junk items across the wasteland, and use them as they see fit. The items in this section have little immediate benefit, beyond amusement or nostalgia, but they're still potentially valuable for the materials they're made from.

Junk items have no rules effect on their own. They still have a weight and a value, but their only other effect is to be found and broken down into useful materials, which are listed on the tables below.

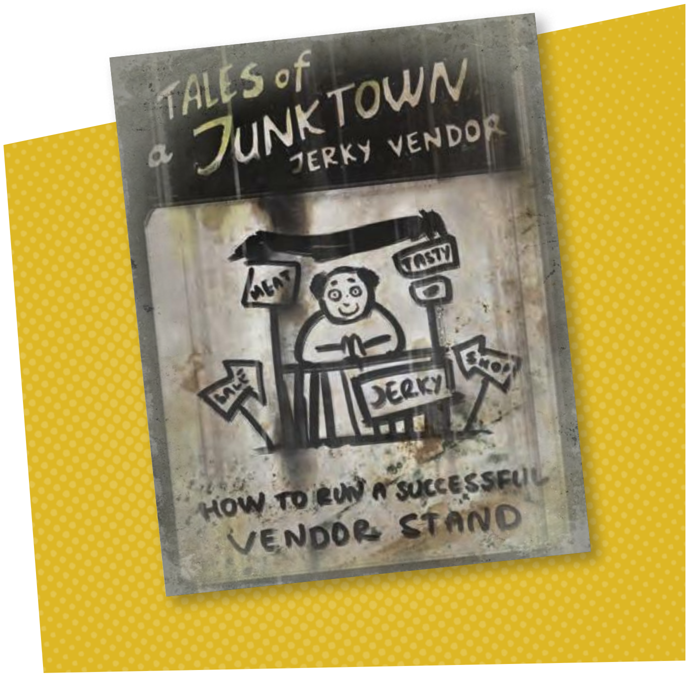
Whenever you roll on one of the junk tables, you may adjust the result up or down by an amount up to your LCK score (i.e., if you have Luck 6, you could add or subtract up to 6 from any roll made on a junk table).

First, unless you're directed to roll on a specific junk table, roll on the table below to determine which junk table you're rolling on:

D20 ROLL	TABLE
1-4	Animal Products and Food
5	Household Items 1
6	Household Items 2
7	Household Items 3
8	Household Items 4
9-12	Sporting Equipment
13-14	Science and Technology
15-16	Medical Equipment
17-20	Workplace Items

GM Rolls on Junk Tables and World-Building

Whenever the GM is called to roll on a junk table, it is entirely permissible for them to discard any individual roll—re-rolling that result, or simply choosing a different item—if that junk item doesn't make sense. However, the vagaries of the Wasteland mean that there are often items found in the unlikeliest of places, and it can often be more interesting to wonder why there's a life preserver in a filing cabinet in an office nowhere near the water.


TALES of a JUNKTOWN JERKY VENDOR
MEAT
TASTY
SALE
SHOP
JERKY
HOW TO RUN A SUCCESSFUL VENDOR STAND

Then, roll on the appropriate table below.

Animal Products and Food

D20 ROLL	ITEM	COMPONENTS	WEIGHT	COST
1-4	Animal Hide	3 Leather	2	6
5-6	Mutated Viscera	1 Acid (Effect: 1 Nuclear Material)	<1	2
7	Blood Sac	1 Antiseptic (Effect: 1 Fiberglass)	<1	4
8	Stinger or Proboscis	1 Acid	<1	10
9-10	Bones and Teeth	3 Bone	3	3
11	Radscorpion Stinger	1 Nuclear Material	<1	30
12-20	Roll on Food Items table *(**Fallout: The Roleplaying Game Core Rulebook**, p.149)*			

Household Items 1

D20 ROLL	ITEM	COMPONENTS	WEIGHT	COST
1	Abraxo Cleaner	1 Acid, 2 Antiseptic, 1 Fiberglass	1	10
2	Alarm Clock	2 Aluminum, 1 Glass, 1 Nuclear Material, 1 Spring	1	10
3	Ashtray	1 Ceramic	<1	1
4	Bread Box	3 Plastic	1	2
5	Broom	1 Plastic, 2 Wood	3	2
6	Bucket	2 Steel	3	2
7	Camera	2 Gears, 2 Springs, 2 Crystal	3	15
8	Can	2 Aluminum or 2 Steel	<1	1
9	Chalk	2 Asbestos	<1	2
10	Chessboard	2 Wood	1	2
11	Cigar or Cigarettes	1 Cloth	<1	1
12	Cigar Box	3 Cloth, 1 Fiberglass, 2 Wood	<1	40
13	Cigarette Carton	2 Plastic, 4 Cloth, 2 Asbestos	1	50
14	Clothes Hanger	2 Springs, 1 Wood	<1	1
15	Clothing Iron	2 Steel, 1 Plastic	3	3
16	Cooking Oil	Plastic, 3 Oil	<1	4
17	Cookware (pots and pans)	2 Steel	1	2
18	Cotton Yarn	Cloth	<1	1
19	Crockery and Tableware (bowls and plates)	2 Ceramic or 2 Plastic or 1 Silver	1	5
20	Crystal Decanter	1 Cork, 4 Crystal	3	18

Household Items 2

D20 ROLL	ITEM	COMPONENTS	WEIGHT	COST
1	Cutlery (knives, forks, spoons, and sporks)	1 Plastic or 1 Steel or 1 Silver	<1	1
2	Cutting Board	2 Wood	<1	2
3	Dishrag	1 Cloth	<1	1
4	Dog Bowl	2 Plastic	<1	1
5	Extinguisher	2 Asbestos, 2 Rubber, 4 Steel	6	6
6	Feather Duster	2 Plastic, 1 Cloth	1	1
7	Flag	4 Cloth, 2 Wood	3	3
8	Giddyup Buttercup Parts	2 Springs, 1 Steel, 2 Gears, 1 Screws	2	50
9	Glass Bottle	3 Glass	1	2
10	Glassware (decanters, glass vases, drinking glasses)	4 Glass	2	6
11	Globe	1 Screw, 2 Cork, 2 Plastic	3	2
12	Hairbrush	2 Plastic or 1 Plastic, 1 Silver	<1	20
13	Hot Plate	2 Circuitry, 1 Copper, 1 Screw	3	7
14	Kitchen Scale	3 Steel, 3 Springs	2	6
15	Ladle	2 Steel	<1	2
16	Lamp	1 Copper, 2 Glass	3	15
17	Light Bulb	1 Copper, 1 Glass	<1	3
18	Mop	2 Wood, 2 Cloth	2	1
19	Newspaper	2 Cloth	<1	2
20	Oven Mitt	1 Asbestos, 2 Cloth	1	1

Household Items 3

D20 ROLL	ITEM	COMPONENTS	WEIGHT	COST
1	Paint	2 Oil, 2 Steel	5	10
2	Paintbrush	1 Cloth, 1 Wood	<1	2
3	Pen	1 Plastic	<1	1
4	Pencil	1 Lead, 1 Wood	<1	1
5	Picture Frame	2 Wood	1	4
6	Pillow	2 ☺ Cloth	1	3
7	Plastic Decorations	1 ☺ Plastic	1	2
8	Plunger	2 Rubber, 1 Wood	1	1
9	Pool Ball	2 Plastic	<1	2
10	Radio	1 Circuitry, 1 Copper, 2 Plastic, 2 Rubber	3	10
11	Rat Poison	1 Steel, 1 Asbestos, 2 Fiberglass	<1	6
12	Scissors	1 Plastic, 2 Steel	<1	3
13	Shopping Basket	3 Steel, 1 Plastic	1	1
14	Soap	1 Oil	<1	4
15	Spatula	1 Rubber, 1 Steel	<1	1
16	Stuffed Toy	1 Leather, 2 ☺ Cloth (Effect: 1 Fiberglass)	1	3
17	Tea or Coffee Cup	2 Ceramic	<1	1
18	Tea of Coffee Pot	2 Plastic, 2 Steel, 1 Asbestos or 5 Ceramic, 1 Asbestos	1	2
19	Toaster	2 Springs, 2 Steel	3	3
20	Toothbrush	1 Plastic	<1	1

Household Items 4

D20 ROLL	ITEM	COMPONENTS	WEIGHT	COST
1-2	Toothpaste	1 Plastic, 2 Antiseptic	<1	3
3-4	Toy Alien	2 Plastic, 1 Rubber	<1	5
5-6	Toy Vehicle (Car, Plane, Spaceship, etc)	1 Screw, 2 ☺ Aluminum or 1 Screw, 2 ☺ Wood (Effect: 1 Plastic)	1	8
7-8	Tray	1 ☺ Wood or 1 ☺ Aluminum or 1 ☺ Plastic	1	5
9-10	Umbrella	2 Plastic, 2 Springs	2	3
11-12	Vase	2 Ceramic or 2 Glass	3	25
13-14	Wooden Spoon	2 Wood	<1	1
15-16	Wooden Toy	1 ☺ Wood	1	2
17-18	Watch (pocket watch or wristwatch)	2 Gears, 2 Silver, 1 Spring or 2 Gears, 2 Gold, 1 Spring	<1	25
19-20	Roll on Table: Workplace Items table *(p.125)*			

Sporting Equipment

D20 ROLL	ITEM	COMPONENTS	WEIGHT	COST
1-2	Baseball	2 Cork, 1 Leather	<1	4
3-4	Baseball Base	2 Cloth, 2 Plastic	3	4
5-6	Baseball Glove	3 Leather	1	4
7-8	Baseball Bat *(**Fallout: The Roleplaying Game Core Rulebook**, p.114)*			
9-10	Basketball	3 Rubber	1	2
11-12	Bowling Ball	7 Plastic	8	5
13-14	Bowling Pin	2 Plastic, 2 Wood	3	3
15-16	Dumbbells, Barbells, and Weights	5 Lead	25	4
17-18	Kickball	3 Rubber	<1	1
19-20	Life Preserver	3 Plastic, 1 Spring	3	6

Science and Technology

D20 ROLL	ITEM	COMPONENTS	WEIGHT	COST
1	Battery	3 Lead, 3 Acid, 1 Plastic	6	20
2	Circuit Board	4 Circuitry, 1 Plastic	2	25
3	Coolant	2 Acid, 1 Plastic	1	7
4	Cutting Fluid	3 Oil, 1 Steel	1	7
5	Duct Tape	1 Adhesive, 1 Cloth or 1 Ballistic Fiber, 1 Adhesive	<1	12
6	Electrical Cable	2 Copper, 3 Steel	1	15
7	Fuse	1 Copper, 1 Glass	<1	5
8	High-Powered Magnet	3 Copper, 1 Ceramic, 1 Nuclear Material	5	13
9	High-Powered Microscope	2 Crystal, 1 Fiber Optics, 2 Gears, 2 Glass	5	22
10	High-Tech Gadget	1 Fiber Optics, 1 Asbestos, 1 Glass, 2 Circuitry (any Effects: 1 Nuclear Material)	2	150
11	Lab Equipment (racks, stands, containers, etc.)	2 Aluminum or 2 Wood or 2 Copper or 2 Steel	5	15
12	Lab Glassware (beakers, test tubes, etc.)	1 Glass	<1	2
13	Metal Ingot	10 Copper or 10 Gold or 10 Silver	2	300
14	Microscope	2 Gears, 2 Glass, 2 Crystal, 1 Fiber Optics	5	22
15	Radio	1 Circuitry, 1 Copper, 2 Plastic, 2 Rubber	3	10
16	Sensor	1 Aluminum, 1 Nuclear Material	<1	20
17	Solvent	3 Steel, 4 Antiseptic	1	15
18	Suprathaw Antifreeze	4 Acid, 3 Plastic	2	8
19	Turpentine	2 Steel, 2 Antiseptic	1	10
20	Vacuum Tube	1 Copper, 2 Glass	<1	3

Medical Equipment

D20 ROLL	ITEM	COMPONENTS	WEIGHT	COST
1-2	Bandages	2 Cloth	1	2
3	Blood Pack ***(Fallout: The Roleplaying Game Core Rulebook**, p.161)*			
4	Bone Saw	1 Rubber, 2 Steel	2	5
5-6	Dirty Water ***(Fallout: The Roleplaying Game Core Rulebook**, p.161)*			
7-8	Empty Blood Pack/IV Bag	1 Plastic	<1	1
9	High-Powered Microscope	2 Crystal, 1 Fiber Optics, 2 Gears, 2 Glass	5	22
10	Lab Equipment (racks, stands, containers, etc.)	2 Aluminum or 2 Wood or 2 Copper or 2 Steel	5	15
11	Lab Glassware (beakers, test tubes, etc.)	1 Glass	<1	2
12	Purified Water ***(Fallout: The Roleplaying Game Core Rulebook**, p.163)*			
13	RadAway (Diluted) ***(Fallout: The Roleplaying Game Core Rulebook**, p.169)*			
14-15	Scalpel	1 Steel	<1	5
16	Stimpak ***(Fallout: The Roleplaying Game Core Rulebook**, p.169)*			
17-18	Stimpak (Diluted) ***(Fallout: The Roleplaying Game Core Rulebook**, p.170)*			
19-20	Tweezers	1 Aluminum	<1	8

Workplace Items

D20 ROLL	ITEM	COMPONENTS	WEIGHT	COST
1	Bag of Cement	5 Concrete	8	15
2	Bag of Fertilizer	1 Acid, 4 Fertilizer	4	25
3	Blowtorch	2 Steel, 1 Oil	3	15
4-6	Clipboard	1 Spring, 1 Wood	<1	2
7	Desk Fan	2 Gears, 2 Screws, 2 Steel	3	4
8	Duct Tape	1 Adhesive, 1 Cloth or 1 Ballistic Fiber, 1 Adhesive	<1	12
9	Magnifying Glass	2 Glass, 1 Copper, 2 Crystal	<1	8
10	Military Ammo Bag	2 Ballistic Fiber	3	4
11-12	Oil Can	1 Aluminum, 4 Oil	<1	15
13	Shovel	3 Steel, 3 Wood	5	3
14	Typewriter	3 Gears, 2 Screws, 3 Springs	5	11
15	Wonderglue	2 Adhesive	<1	20
16	Hubcap	2 Screws, 2 Aluminum	3	5
17	Auto Parts	2☺ Steel	3	2
18-19	Metal Tools (hammers, screwdrivers, spanners)	1+1☺ Steel (Effect: 1 Wood or 1 Gears)	1	1
20	Telephone	2 Circuitry, 1 Copper, 2 Fiberglass	3	5

SALVAGE

You can salvage component materials from junk items and from other items you wish to dispose of to use them later for repairs and for crafting. Salvage requires that you have appropriate tools or facilities, such as a workbench.

- Salvaging junk takes 10 minutes per item being salvaged and requires an **INT + Repair** test with a difficulty of 0. Success yields component materials according to the listing of the items salvaged on the tables above. If an item can be salvaged for a random amount of component materials, roll for this when you salvage the items.
- Salvaging items takes 10 minutes per item and requires an **INT + Repair** test with a difficulty of 0. Success yields one unit of a single component material used in making the item, determined by the GM (i.e., Iron from a gun, leather from leather armor, etc.) You may spend AP to produce one additional unit of a component material per AP spent, but no item may yield more units than the item's weight in total.
- Consumable items cannot be salvaged: you cannot unmix chems, or uncook meat.
- You cannot salvage ammunition: the means to do so requires tools that are nearly impossible to find in the Wasteland.

When salvaging non-junk items, you can only receive materials marked as common on the table below. The Scrapper perk (***Fallout: The Roleplaying Game Core Rulebook**, p.71*) allows you to receive uncommon and rare materials when salvaging items. Adhesive and Oil can never be obtained from salvaging non-junk items.

NAME	COST	WEIGHT (PER 10 UNITS)	RARITY
Acid	2	1	Rare
Adhesive	8	1	Uncommon
Aluminum	3	1	Uncommon
Antiseptic	3	1	Rare
Asbestos	6	1	Rare
Ballistic fiber	5	1	Rare
Bone	1	10	Common
Ceramic	1	1	Common
Circuitry	5	3	Rare
Cloth	1	1	Common
Concrete	1	30	Common
Copper	4	1	Uncommon
Cork	1	1	Uncommon
Fertilizer	1	1	Uncommon
Fiber optics	6	1	Rare
Fiberglass	5	1	Uncommon
Gears	3	2	Uncommon
Glass	2	1	Uncommon
Lead	1	3	Uncommon
Leather	2	1	Common
Nuclear material	10	1	Rare
Oil	4	1	Uncommon
Plastic	1	1	Common
Rubber	2	1	Common
Screw	2	1	Uncommon
Silver	6	1	Uncommon
Spring	3	1	Uncommon
Steel	1	2	Common
Wood	1	2	Common

DAISY'S DISCOUNTS

OPERATING A VEHICLE

When you're inside a vehicle, you're referred to as a **passenger**. Some passengers take on specific roles within the vehicle, referred to as **crew**.

CREW ROLES

Each character inside a vehicle can take a specific crew role related to that vehicle. Assuming a role requires a minor action to move into that position.

- **Pilot**: A vehicle can have only a single pilot. The pilot takes actions to move the vehicle (see *Vehicular Movement*). Whenever the vehicle needs to make a skill test related to movement, the pilot will make the test generally using **AGI + Pilot**. A vehicle without a pilot automatically fails all tests.
- **Gunner**: A gunner operates weaponry mounted on the vehicle (see *Vehicular Attacks, p.129*). For a vehicle with multiple weapons, a gunner can only operate one weapon each turn, and any single weapon may only be operated by one gunner each round.
- If a vehicle includes other equipment or functions beyond moving and attacking, for example radio operator or bombardier, other passengers may operate that equipment as a separate crew role.

Splitting Focus

A single character can attempt to simultaneously assume the roles of both gunner and pilot, but their attack rolls and tests to pilot the vehicle are both made at +1 difficulty unless it has the Single-Seat quality.

PASSENGERS AND CARGO

A vehicle can carry a number of passengers, including the crew, as noted in its entry. This represents the number of dedicated spaces for passengers in or on the vehicle—in many cases, the number of seats the vehicle has.

Unlike characters, a vehicle cannot naturally carry extra items based on its STR or Scale, as a vehicle needs places to stow those items in order to carry them effectively. Additional cargo space is covered by the Cargo X quality.

Items can be stored in passenger spaces instead of passengers—each passenger space can carry up to 200lbs of items in this way. Similarly, passengers can ride along in cargo space, with each passenger taking up the space of 200lbs of items. Passengers in cargo space are liable to have an uncomfortable or unsafe journey in their improvised space, suffering an additional +2 damage from any impacts the vehicle suffers.

VEHICULAR MOVEMENT

The following movement actions are available to the pilot role. These movement actions are distinct from the movement actions the character can attempt, but, like a character, a vehicle may only take a single movement action each turn.

- **Maneuver (Minor):** The vehicle moves to anywhere within close range.
- **Careful Piloting (Major):** The vehicle moves a number of zones equal to half its speed, rounding up. If required to make a terrain test, reduce the difficulty of that test by 1.

- **Hasty Piloting (Major):** The vehicle moves a number of zones equal to its speed. All tests made by crew or passengers are made at +1 difficulty until the start of the pilot's next turn.
- **Defensive Piloting (Major):** The vehicle moves a number of zones equal to its speed -1. The pilot then makes an **AGI + Pilot** test with a difficulty equal to the vehicle's size; if it succeeds, the vehicle's Defense increases by +1.
- **Focused Driving (Major):** Make an AGI **+ Pilot** test, with a Difficulty of 1. On a success, the vehicle moves a number of zones equal to its speed plus an additional zone for each AP spent. All tests made by crew or passengers are made at +1 difficulty until the start of the pilot's next turn.

VEHICULAR ZONES

Vehicles move in combat zones like any other combatant in an action scene, from Reach to Extreme range. Vehicles, however, do not maneuver like characters do and some zone effects may affect different Vehicle types differently:

- The terrain only affects vehicles of a specific scale or higher, like terrain that can easily be navigated by smaller vehicles.
- The terrain only affects vehicles of a specific scale or lower, like obstacles that large vehicles can just power through or over unhindered.
- The terrain only affects vehicles with a specific quality, such as wheeled vehicles.
- The terrain has a difficulty of 1, and thus can be ignored by those moving slowly and carefully, such as tight street corners.

VEHICLE TERRAIN TEST

Pilots make terrain tests using **AGI + Pilot**. If the terrain would be more difficult for larger vehicles, the gamemaster may increase the difficulty, complication range, or both by an amount equal to the vehicle's scale.

Out of Control!

It's a constant fear for a pilot to lose control of their vehicle, they can cause a lot of damage and injure a lot of people in the process.

The most common outcomes of a failed vehicle terrain test are below, and the GM determines which applies in each case. Some of the results below cause the vehicle to stop, which means the vehicle immediately loses any remaining movement it had from that action, and it comes to a halt in that zone.

- **Jarring Stop:** The vehicle comes to an immediate halt, losing the rest of its movement from that action. Each character in the vehicle immediately suffers 3 ☺ Stun Physical damage.
- **Skid:** The vehicles moves in a random direction (roll a d6: 1-2 the vehicle skids left, 3-4 the vehicle skids forward, 5-6 the vehicle skids right based on the vehicle's direction of travel). If the vehicle collides with an object that would make it stop, inflict 1 ☺ Piercing 1 Physical damage, +1 ☺ for each zone the vehicle moved.
- **Spin:** The vehicle loses the rest of its movement from the action, and it is turned to face a different direction. The next vehicle movement action increases in difficulty by +1, or it needs a test if it didn't before.
- **Stuck:** The vehicle loses the rest of its movement from the action, and it is held in place by the terrain. While this trait persists, the vehicle moves one fewer zone than normal with any pilot action, and it cannot move as a free action.
- **Plummet:** The vehicle, if an aircraft, descends in a rapid and uncontrolled manner towards the ground. The aircraft moves one zone forwards and three zones down, and crashes if it reaches a ground-level zone before then. If the aircraft crashes, it suffers 4 ☺ Piercing 2 Physical damage, +2 ☺ for each zone it moved before crashing. All passengers on board suffer this damage as well.

If the pilot performed an action to move the vehicle during the previous round, and it was not stopped (either by the pilot, or by crashing) then the pilot must make another vehicle movement action or the vehicle goes **out of control**.

VEHICULAR ATTACKS

Vehicle's gunners can make attacks with mounted weapons in the same way as a personal weapon, using whatever skill applies to the weapon (typically **AGI + Small Guns**, **PER + Energy Weapons**, or **END + Big Guns**). You cannot carry these weapons normally or fire them without being mounted on a stand or vehicle first. All weapons mounted upon a vehicle are treated as if wielded in two hands, and ignore the Recoil (X) quality.

If the vehicle has the exposed quality, then passengers may make attacks with their own weapons normally.

When an attack is made against a vehicle, it is always considered to be Defense 1 if it is moving, or Defense 0 while stationary.

Attacking Passengers

When you make a successful attack against a vehicle with the Exposed quality, you can spend 2 AP to hit an exposed passenger instead.

Attacks with the *Blast* quality, against exposed passengers, will hit both the vehicle and passengers. Attacks with the Arc or Burst damage effects (or similar abilities which may hit additional targets) which target an exposed vehicle can treat the passengers as additional targets.

RAMMING

The pilot of a vehicle that moves during its turn can attempt a melee attack against a target within reach, using the pilot's **END + Pilot**, with a difficulty of 1. If the attack is successful, it deals the vehicle's Impact rating as damage. When a vehicle rams another vehicle or building, the attacking vehicle suffers half the impact rating, rounding up, in Physical damage.

VEHICLE HEALTH POINTS AND INJURIES

Vehicles can be targeted for an attack like any other combatant, and loses HP just as a character or creature would. Vehicles have Physical damage resistance and Energy damage resistance just as characters and creatures do, but just like robots they are immune to Radiation damage and Poison damage. When attacking a vehicle, roll on the vehicle's Hit Location table, included in the vehicle's stat block, to determine where you hit. You may target a specific location, just as with a character or creature. A vehicle reduced to 0 HP suffers a critical hit and also stops working, going out of control if it moved in the previous turn.

When a vehicle suffers damage from an attack, add its scale to the amount of damage needed to inflict a critical hit; for a scale 1 vehicle, it takes 6+ damage from a single attack to inflict a critical hit, instead of the normal 5+ damage. Vehicles, as objects, do not suffer fatigue from hunger, thirst, or lack of sleep. However, they have a fuel track, which functions identically to a character's Thirst track, and requires fuel (gasoline or alcohol).

A vehicle stops working when it reaches 0 HP. At this point, the vehicle can no longer be used. Vehicles can be repaired in the same way as robots. If a vehicle has been reduced to 0 HP *and* has more injuries than its Scale, then the vehicle is destroyed, and cannot be repaired. At best, it can be stripped for parts and materials. If one of those injuries was to the Engine, then the vehicle will explode at the end of the next round, inflicting 6 Radioactive Energy damage to everyone within Close range as the vehicle's power supply detonates

Critical hits suffered by a vehicle vary based on the location hit. Each critical hit may only be suffered once to each location.

- **Chassis** Critical Hits weaken the structure of the vehicle. Add +2 to the damage of attacks against a vehicle after it has suffered a Chassis critical hit.

- **Engine** critical hits result in a fire. The vehicle suffers 3 Energy damage at the end of each subsequent turn, ignoring its damage resistance. For each effect rolled, the damage also affects a single random passenger.
- **Weapon** critical hits disable weapon systems mounted on the vehicle. A vehicle critical hit prevents the weapon hit from being used.
- **Wheel** critical hits make the vehicle harder to control. Pilot tests to operate the vehicle increase in difficulty by +1, and the vehicle's Speed is reduced by 1. The same applies to Wing and Rudder criticals.

Bumps and Bruises

Whenever a vehicle is damaged, it's possible the passengers will be hurt as well. Whenever a vehicle suffers one or more Critical Hits, each passenger suffers 4 Stun Physical damage.

If a vehicle is reduced to 0 HP, each passenger suffers 8 Stun Physical damage.

Passengers riding in a cargo space add +2 to these damage values.

Vehicle AP Spends

SPEND	COST	EFFECT
Ram Through	2	After failing a terrain test, continue moving forward as if the terrain test had not failed. The vehicle suffers damage determined by the GM.
Target Passenger	2	After a successful attack, you can target a passenger inside of an exposed vehicle instead of the vehicle.

VEHICLE PROFILE

A vehicle has the following scores and values.

SPEED

A vehicle's Speed shows how quickly it can move, measured in a number of zones. Also listed is the vehicle's average overland speed in miles per hour.

SCALE

A vehicle's Scale is a representation of its size. Scale 0 refers to any vehicle which is approximately the same size as a human. Scale 1 covers vehicles around twice the size of a human, and each additional increase in scale approximately doubles the size of the vehicle. On any test where the vehicles size or mass would be a problem, increase the difficulty by an amount equal to its Scale.

PHYSICAL DR/ ENERGY DR

The vehicle's Physical DR or Energy DR is subtracted from damage inflicted on the vehicle by physical attacks or energy attacks, respectively.

COVER

The vehicle's Cover indicates how much cover resistance it grants its passengers if they are exposed. You cannot target passengers enclosed inside a vehicle.

IMPACT

A vehicle's Impact is a damage rating in challenge dice (), measuring its weight and the force with its ramming attack. This always inflicts Physical damage.

PASSENGERS

The passenger entry shows how many passenger spaces are inside the vehicle.

QUALITIES

Vehicles come in a range of different types, from nimble motorcycles to rugged trucks, and everywhere in between. A vehicle's qualities describe how it navigates the terrain around it, and how characters use it. Vehicles always have at least one quality, and a vehicle's type is a trait that influences the difficulty of skill tests.

A vehicle can only move across terrain allowed by its qualities: e.g., a wheeled vehicle like a car attempting to drive across a lake will just sink.

WEAPONS

The weapons entry on a vehicle lists the weapons it has mounted or incorporated into its design.

VEHICLE QUALITIES

- **Cargo X:** The vehicle may carry up to X lbs of additional cargo.
- **Cumbersome:** The vehicle is bulky and unresponsive and increases the difficulty tests to move by +1.
- **Enclosed**: The vehicle is completely enclosed, protecting crew and passengers within. Crew and passengers cannot be targeted by attacks from outside the vehicle, but also cannot use their own weaponry. Passengers and crew inside of Enclosed vehicles do not suffer Radiation damage from environmental effects.
- **Exposed**: The passenger and crew of an exposed vehicle can be targeted by attacks from outside the vehicle and may attack with their own weapons.
- **High-Performance:** The vehicle is powerful and finely-tuned. The pilot may spend 2 AP after a successful test to move the vehicle to move 1 additional zone. Any test to repair the vehicle increase in difficulty by +1, due to its finely-tuned nature.
- **Rugged:** Operate tests to repair Rugged vehicles are reduced by difficulty by 1.
- **Single-Seat**: A single-seat vehicle is designed to be operated by a single pilot also assuming the role of a gunner without the normal penalty.
- **Flying**: The vehicle flies through the air, through 'empty' zones above the ground level of the battlefield. If the vehicle goes out of control, roll 1 🎲 – it falls a number of zones equal to the number rolled, and will crash if that would bring it to ground level or if an Effect is rolled. It will also crash if the vehicle's Speed is reduced to 0. If the aircraft crashes, it suffers 8 🎲 Piercing 2 Physical damage.
- **Watercraft**: The vehicle travels only on water and cannot travel along the ground at all. If this vehicle suffers a Chassis critical hit, it begins to take on water, and will sink after a number of rounds equal to twice the vehicle's Scale.

Large Vehicles

Any vehicle with a Scale above 4 may take up multiple zones and may have their internal space divided into several zones. For example, the *Prydwen* has different cabins and decks, and exists across several zones on the environment map (the fore, the aft, etc.). The specifics of this are left to the GM's discretion.

DRIVE IN, FLY OUT!

COMMON VEHICLES

Car

SCALE	HP	COVER	SPEED	PASSENGERS	IMPACT
2	28	2	2/50 mph	5	5

D20 ROLL	LOCATION	PHYSICAL DR	ENERGY DR
1-8	Chassis	3	3
9-10	Front Left Wheel	1	1
11-12	Front Right Wheel	1	1
13-16	Engine	3	2
17-18	Rear Left Wheel	1	1
19-20	Rear Right Wheel	1	1
QUALITIES		Cargo 100, Exposed	

Sports Car

SCALE	HP	COVER	SPEED	PASSENGERS	IMPACT
2	22	2	3/75 mph	2	6

D20 ROLL	LOCATION	PHYSICAL DR	ENERGY DR
1-7	Chassis	3	3
8-9	Front Left Wheel	1	1
10-11	Front Right Wheel	1	1
12-16	Engine	3	2
17-18	Rear Left Wheel	1	1
19-20	Rear Right Wheel	1	1
QUALITIES		Cargo 50, Exposed, High Performance	

Motorcycle

SCALE	HP	COVER	SPEED	PASSENGERS	IMPACT
0	10	0	2/60 mph	2	4

D20 ROLL	LOCATION	PHYSICAL DR	ENERGY DR
1-7	Chassis	2	2
8-11	Front Wheel	1	1
12-16	Engine	2	1
17-20	Rear Wheel	1	1
QUALITIES		Cargo 25, Exposed, Single Seater	

Pick-Up Truck

SCALE	HP	COVER	SPEED	PASSENGERS	IMPACT
2	32	3 🎲	2/40 mph	3	7 🎲

D20 ROLL	LOCATION	PHYSICAL DR	ENERGY DR
1-8	Chassis	4	4
9-10	Front Left Wheel	2	1
11-12	Front Right Wheel	2	1
13-16	Engine	4	3
17-18	Rear Left Wheel	2	1
19-20	Rear Right Wheel	2	1
QUALITIES		Cargo 200, Exposed, Rugged	

Bus

SCALE	HP	COVER	SPEED	PASSENGERS	IMPACT
3	40	3 🎲	2/40 mph	30	8 🎲

D20 ROLL	LOCATION	PHYSICAL DR	ENERGY DR
1-8	Chassis	4	3
9-10	Front Left Wheel	1	1
11-12	Front Right Wheel	1	1
13-16	Engine	4	3
17	Rear Left Wheel 1	1	1
18	Rear Left Wheel 2	1	1
19	Rear Right Wheel 1	1	1
20	Rear Right Wheel 2	1	1
QUALITIES		Cargo 400, Exposed	

Armored Truck

SCALE	HP	COVER	SPEED	PASSENGERS	IMPACT
2	32	Enclosed	2/40 mph	3	8 🎲

D20 ROLL	LOCATION	PHYSICAL DR	ENERGY DR
1-8	Chassis	8	8
9-10	Front Left Wheel	4	3
11-12	Front Right Wheel	4	3
13-16	Engine	7	6
17-18	Rear Left Wheel	4	3
19-20	Rear Right Wheel	4	3
QUALITIES		Cargo 400, Enclosed	

Armored Personnel Carrier

SCALE	HP	COVER	SPEED	PASSENGERS	IMPACT
3	50	Enclosed	2/40 mph	6 +2 in Power Armor	9

D20 ROLL	LOCATION	PHYSICAL DR	ENERGY DR
1-10	Chassis	12	11
11	Front Left Wheel	5	4
12	Front Right Wheel	5	4
13-16	Engine	8	7
17	Middle Left Wheel	5	4
18	Middle Right Wheel	5	4
19	Rear Left Wheel	5	4
20	Rear Right Wheel	5	4
QUALITIES	Cargo 500, Exposed, Rugged		

WEAPON	DAMAGE	EFFECTS	TYPE	FIRE RATE	RANGE	QUALITIES
105mm Cannon	11	Breaking, Piercing 2	Physical	0	L	Accurate
2x Minigun	3	Burst, Spread	Physical	5	M	Gatling, Inaccurate

Vertibird

SCALE	HP	COVER	SPEED	PASSENGERS	IMPACT
4	70	Exposed	6/500 mph	8	10

D20 ROLL	LOCATION	PHYSICAL DR	ENERGY DR
1-2	Left Engine	6	6
3-4	Right Engine	6	6
5-10	Chassis	9	8
11-13	Left Wing	8	8
14-16	Right Wing	8	8
17-18	Weapon (Nose Guns)	5	4
19-20	Weapon (Door Gun)	5	4
QUALITIES	Flying, High-Performance, Cargo 300		

WEAPON	DAMAGE	EFFECTS	TYPE	FIRE RATE	RANGE	QUALITIES
Nose Guns: Twin .50 Machine Guns	7	Burst	Physical	6	M	-
Door Gun: Gatling Laser	3	Burst, Piercing 1	Energy	6	M	Gatling, Inaccurate

YOUR COUNTRY NEEDS YOU!
ENLIST !

★ *Chapter Five* ★

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Chapter 5

BESTIARY

MODIFYING CREATURES AND CHARACTERS

CREATING LEGENDARY CREATURES

The Wastelands are full of dangerous creatures, but some are deadlier than most. These creatures often gain a reputation all their own, being given names by the locals and anyone lucky or capable enough to survive an encounter with them. Mercenaries and wanderers are often hired to hunt down and destroy these legendary beasts if they become a serious problem.

To create a Legendary creature from an existing Normal creature, make the following changes:

- **Level and Type:** Change the creature's type from **Normal Creature** to **Legendary Creature**. Its level remains the same. Multiply the amount of XP the creature is worth by three.
- **Body and Mind:** Add +2 to both the creature's Body and Mind scores. This may affect other scores, such as HP, Initiative, and attacks.
- **Health Points:** Multiply the creature's HP by three.
- **Special Abilities:** The creature keeps all existing special abilities, but also gains a distinct Legendary ability, from the list on *p.140*.
- **Inventory:** The creature's normal inventory remains unchanged. In addition, add a single Legendary Weapon *(p.96)* or piece of Legendary Armor *(p.104)*. If the creature already carries weapons or armor, choose one of those items to become Legendary. Otherwise, roll a d20: on 1-10, roll on the Armor loot table (***Fallout: The Roleplaying Game Core Rulebook**, p.201*), on 11-15, roll on the Weapons (Ranged) loot table (***Fallout: The Roleplaying Game Core Rulebook**, p.204*), and on 16-20, roll on the Weapons (Melee) loot table (***Fallout: The Roleplaying Game**, p.205*). Then, determine a Legendary property for that item.

To create a Legendary creature from an existing Mighty creature, make the following changes:

- **Level and Type:** Change the creature's type from **Mighty Creature** to **Legendary Creature**. Its level remains the same. Multiply the amount of XP the creature is worth by one and a half.
- **Body and Mind:** Add +2 to the lower of the creature's Body or Mind. This may affect other scores, such as HP, Initiative, and attacks.
- **Health Points:** Multiply the creature's HP by one and a half.
- **Special Abilities:** The creature keeps all existing special abilities, but also gains a distinct Legendary ability, from the list on *p.140*.

- **Inventory:** The creature's normal inventory remains unchanged. In addition, add a single Legendary Weapon *(p.96)* or piece of Legendary Armor *(p.104)*. If the creature already carries weapons or armor, choose one of those items to become Legendary. Otherwise, roll a d20: on 1-10, roll on the Armor loot table (***Fallout: The Roleplaying Game Core Rulebook***, *p.201*), on 11-15, roll on the Weapons (Ranged) loot table (***Fallout: The Roleplaying Game Core Rulebook***, *p.204*), and on 16-20, roll on the Weapons (Melee) loot table (***Fallout: The Roleplaying Game Core Rulebook***, *p.205*). Then, determine a Legendary property for that item.

Bespoke Foes For Any Level

For GMs more familiar with the way *Fallout* **2d20** works, it is possible to use the guidelines in *(**Fallout: The Roleplaying Game Core Rulebook**, p.337)* to create creatures from scratch of any level, or to adjust existing creatures to different levels as desired.

One way this can be used is to present higher-level threats in lower-level forms as Mighty or Legendary creatures: take an existing creature, reduce its level as needed, and then make it Mighty or Legendary. This could be akin to the first encounter with a deathclaw in *Fallout 4*. For these purposes, halving the level of a creature (rounding up) and making it Mighty, or reducing a creature to a third of its normal level (rounding up) and then making it Legendary is fitting. A level 6 Mighty deathclaw or a level 4 Legendary deathclaw would be interesting lower-level encounters, for example.

Naturally, similar can be done with characters, creating Notable or Major characters out of existing Normal characters to represent community leaders, notorious figures, and significant named foes, and creating lower-level Notable or Major versions of a high-level Normal character—a level 4 Mighty version of the raider veteran *(**Fallout: The Roleplaying Game Core Rulebook**, p.390)* would make a good leader for a lower-level raider warband, for example.

CREATING MAJOR CHARACTERS

In the Wasteland, reputation and power make a big difference when it comes to survival. A deadly rep can mean followers flock to your banner in hope of caps, loot, and plunder, while settlements may pay tribute rather than incur your wrath… but hired guns and would-be heroes could band together to bring you down. A good rep might see others seek you out for help or protection, but can in turn attract the anger of raiders and other warbands seeking plunder or a little less competition.

To create a Major character from an existing Normal character, make the following changes:

- **Level and Type:** Change the creature's type from **Normal Character** to **Major Character**. Its level remains the same. Multiply the amount of XP the character is worth by three. Also, give the character a name: Major characters should be unique, noteworthy individuals.
- **Attributes:** Increase the character's S.P.E.C.I.A.L attributes, adding +14 points, distributed as you see fit. The simplest approach is simply to add +2 to each attribute. These changes will affect the character's other scores, such as skills and derived statistics.
- **Luck Points:** A Major character has Luck points equal to their LCK.
- **Skills:** The character receives two additional Tag Skills, each of which are rated at 2 initially. In addition, if the character's INT increased, they will have additional skill points to spend.
- **Derived Statistics:** Check if the character's increased attributes would change any of their derived statistics. In addition, increase the character's initiative by +4.
- **Health Points:** Increase the character's maximum HP by an amount equal to twice their LCK score.
- **Special Abilities:** The character keeps all existing special abilities, but also gains either a distinct Legendary ability from the list on *p.140*, or two additional perks *(p.59 of the **Fallout: The Roleplaying Game Core Rulebook**, or p.44 of this book)*.

- **Inventory:** The character's normal inventory remains unchanged, but you may wish to add mods or better versions of the character's weapons and armor. In addition, add a single Legendary Weapon *(p.96)* or piece of Legendary Armor *(p.104)*. If the creature already carries weapons or armor, choose one of those items to become Legendary. You may wish to adjust the character's attacks or damage resistances according to whatever Legendary item they're carrying and using.

To create a Major character from an existing Notable character, make the following changes:

- **Level and Type:** Change the creature's type from **Notable Character** to **Major Character**. Its level remains the same. Multiply the amount of XP the character is worth by one and a half. Also, give the character a name: Major characters should be unique, noteworthy individuals.
- **Attributes:** Increase the character's S.P.E.C.I.A.L attributes, adding +7 points, distributed amongst each attribute as you see fit. The simplest approach is simply to add +1 to each attribute. These changes will affect the character's other scores, such as skills and derived statistics.
- **Luck Points:** A Major character has Luck points equal to their LCK.
- **Skills:** The character receives one additional tag skill, rated at 2 initially. In addition, if the character's INT increased, they will have additional skill points to spend.
- **Derived Statistics:** Check if the character's increased attributes would change any of their derived statistics. In addition, increase the character's Initiative by +2.
- **Health Points:** Increase the character's maximum HP by an amount equal to their LCK score.
- **Special Abilities:** The character keeps all existing special abilities, but also gains either a distinct Legendary ability, from the list on *p.140*, or one additional perk *(p.59 of the **Fallout: The Roleplaying Game Core Rulebook**, or p.44 of this book)*.

- **Inventory:** The character's normal inventory remains unchanged, but you may wish to add mods or better versions of the character's weapons and armor. In addition, add a single Legendary Weapon *(p.96)* or piece of Legendary Armor *(p.104)*. If the creature already carries weapons or armor, choose one of those items to become Legendary. You may wish to adjust the character's attacks or damage resistances according to whatever Legendary item they're carrying and using.

LEGENDARY CREATURE ABILITIES

Legendary creatures and Major characters created using the above method receive one of the following abilities as an additional special ability. You can also use these abilities in Legendary creatures/Major characters made from scratch.

These abilities all function in two ways. First, they have a constant **Effect** that always applies. Second, they have a **Mutation**. A Legendary creature or Major character mutates the first time they are reduced to below half of their maximum HP, at which point they immediately take an extra turn (this is in addition to the creature or character's normal turn) and gain the **Mutation** effect of their Legendary Ability for the remainder of the scene.

If a creature mutates and then regains enough HP to go above half its maximum HP, the creature cannot mutate a second time.

CRUEL

The creature is especially cruel and seems to thrive when spreading pain and terror. This is most common on more intelligent, carnivorous animals (mammals and lizards), as well as super mutants and humans.

Effect: The creature gains 1 Luck point (even if it normally does not have Luck points) each time it inflicts a critical hit.

Mutation: When this creature mutates, add the Vicious damage effect to all of its attacks. If any attack already has the Vicious damage effect, instead increase that attack's damage by +2🎲.

EXPLOSIVE

Commonly encountered in legendary robots—machines that have dangerously strayed from their programming and begun to modify themselves in strange, haphazard ways. Whether mechanical or organic, the creature is extremely volatile and liable to detonate in spectacular fashion when slain.

Effect: This ability has no effect under normal circumstances.

Mutation: When this creature mutates, it enters a self-destructive state. All of the creature's melee attacks gain the Radioactive damage effect. When the creature is reduced to 0 HP, it explodes, inflicting 12 Radioactive Energy damage to everything within Close range. Any loot or items gained through salvage and butchery can still be recovered, but tests made to do so increase in difficulty by +2, as the remains are scattered over a wide area.

LEGENDARY DAMAGE

Sharp teeth, razor-edged claws, a swift blade, or a keen shot with a rifle. The creature or character is notable for the deadliness of its attacks. This could appear on any creature or character.

Effect: Select one of the creature's attacks. That attack inflicts +3 damage. If the attack is a ranged weapon with a Fire Rate of 1 or higher, then it may also use the Let Rip (or equivalent) ability once more per scene.

Mutation: When this creature mutates, its attacks become faster. When the creature uses the attack selected for the effect, above, and spends AP to make an extra major action, it only spends 1 AP rather than 2, and it does not suffer any increase in difficulty as long as the second major action is also an attack. In addition, if the chosen attack is a ranged weapon with a Fire Rate of 1 or higher, then it regains one use of Let Rip (or a similar ability).

LEGENDARY PROFICIENCY

Characters Only. The character is notorious for their superlative skill in a specific field.

Effect: Select one of the character's Tag skills. Whenever the character attempts a test using that skill, they gain one automatic success, in addition to any rolled.

Mutation: When this character mutates, they stop holding back. Tests using the chosen Tag skill now score two automatic successes rather than one.

RADIOACTIVE

The creature's body, blood, and everything else are heavily irradiated. This doesn't seem to hinder the creature in any way, but it certainly has an effect on everything near them. This is most common on insects and animals (especially ones with the Glowing template), glowing ones, super mutants, and any robot with a nuclear power source.

Effect: The creature is immune to Radiation damage if it wasn't already. In addition, the creature's melee attacks all gain the Radioactive damage effect.

Mutation: When this creature mutates, its damaged body leaks even more radiation. Any creature within Close range of the creature at the start of their turn suffers 5 Piercing 1 Radiation damage.

RAGE HEAL

The creature is driven by fury and adrenaline, and needs to be put down quickly or it will shake off any damage it suffers.

Effect: The creature regains 3 HP at the start of each of its turns.

Mutation: When this creature mutates, it immediately heals back to its maximum HP.

SCARRED

The creature's form is a mangled and twisted mass of scars, and it is extraordinarily tough to have survived such grievous injuries.

Effect: The creature's Physical DR and Energy DR are both increased by +2.

Mutation: When this creature mutates, roll 1 for each Injury it has suffered. On an Effect, that Injury is removed. For the remainder of the scene, the creature's Physical DR and Energy DR are increased by a further +2.

STALKER

The creature is wary and careful, only striking when it feels it has the edge, and often using stealth and darkness to cover its attacks.

Effect: The creature gains one automatic success on all Sneak tests (or tests to hide or move silently), and its Initiative is increased by +2. While in shadow, darkness, or some form of concealment, its Defense is increased by +1.

Mutation: When this creature mutates, it becomes invisible as if it had activated a Stealth Boy ***(Fallout: The Roleplaying Game Core Rulebook**, p.171)*.

TOXIC

The creature's bite, sting, or claws are home to a particularly nasty venom, which often kills those who aren't slain by the initial attack.

Effect: The creature's melee attacks gain the Persistent (Poison) damage effect. Further, choose one of the following damage effects: Radioactive, Stun, or Vicious. The persistent Poison damage is counted as having the chosen damage effect.

Mutation: When this creature mutates, it exudes toxic fumes as well. Anyone within Reach of the creature at the start of its turn suffers 5 Poison damage. This Poison damage also has the damage effect chosen.

TYRANT

More severe than a boss, chief, or alpha, this creature utterly dominates others of its kind.

Effect: The creature is accompanied by one or more Normal creatures of the same type. There is one extra creature if it is the same level as the Legendary Creature, two extra creatures if they are one or two levels lower, or three extra creatures if they are three or more levels lower.

Mutation: When this creature mutates, additional creatures arrive as reinforcements; the type and number of reinforcements is the same as the number of extra creatures noted above.

CREATURE TEMPLATES

There are common traits and forms of creature that seem to transcend species. These common creature forms are represented here by Creature Templates, which can be added to any existing creature or character.

The sidebar on ghoul characters ***(Fallout: The Roleplaying Game Core Rulebook**, p.393)* is a basic example of this kind of template.

A creature may only have one template.

ALPHA

The creature, part of a pack or other group, is somewhat larger than the others, but is mainly distinguished by its dominance, taking the lead and having the others follow.

Requirements: This template can only be applied to a creature.

- **Level:** The creature is one level higher than normal. Make the following changes:
  - Add +1 to the creature's Body or Mind
  - Add +1 to one of the creature's skills
  - Adjust Initiative in line with increased Body or Mind.

  - Add +1 HP, or +2 if Body was increased.
  - Add either +1 to one type of damage resistance on all locations, or +1 to one attack.
- **Special Abilities:** The creature gains the Aggressive and the Leader of the Pack abilities:

Aggressive: The creature is quick to action when it senses prey. When the creature enters a scene, immediately generate 1 Action Point. If the creature is an ally, then this goes into the group pool. If the creature is an enemy, then it goes into the GM's pool.

Leader of the Pack: The creature leads a group of its kind. All Normal creatures of the same kind and lower level within Close range may re-roll 1d20 on all tests while this creature is still alive.

GLOWING

The creature has absorbed so much radiation and somehow survived that its body glows with an unearthly green light. Glowing ones—feral ghouls who have had this happen to them—are particularly infamous, as they heal other ghouls nearby, but they are far from the only kind of Glowing creature out in the Wasteland.

Requirements: This template can only be applied to a creature that is not a robot.

- **Special Abilities:** The creature gains the Glowing and Immune to Radiation abilities:

Glowing: The creature inflicts 2 Radiation damage to anyone within Reach of it at the start of each of its turns. In addition, any melee attacks it makes gain the Radioactive damage effect; if it already had this damage effect, it instead inflicts 2 Radiation damage per Effect rolled.

Immune to Radiation: The creature reduces all Radiation damage suffered to 0, and cannot suffer any damage or effects from radiation.

RABID

The creature is diseased and driven mad by the sickness ravaging its body. The foaming spittle at its mouth is a clear sign, and its bite is a sure way to pick up some nasty infection.

Requirements: This template can only be applied to a creature that is not a robot.

- **Special Abilities:** The creature gains the Feral and Rabid abilities:

Feral: The creature is unintelligent, driven purely by feral instinct. Feral creatures cannot be persuaded or influenced by Speech tests. Feral creatures move towards and attack the nearest enemy. If they cannot detect an enemy, they move towards the nearest source of bright light or loud noise. Failing that, they will move around randomly or simply lie down and do nothing.

Rabid: The creature's melee attacks gain the Persistent (Poison) damage effect. Further, when a creature suffers any Poison damage from a Rabid creature's attacks, it counts as two exposures to disease for the purposes of seeing if you've contracted a disease *(**Fallout: The Roleplaying Game Core Rulebook**, p.193)*.

SCORCHED

A scorched is created when a human, or other creature, comes in contact with a scorchbeast, as the mutated fungus-like plague called the Scorched Plague it carries mutates those infected. The skin goes through a rapid change, from a charred black to blood-red lesions, as if they had been flayed alive. Complete loss of hair and cataracts of the eyes also occurs, and green ultracite crystals begin to protrude randomly from the skin. As well as affecting the appearance, those infected also succumb to complete degeneration of their mental faculties. While a rudimentary hive mind seems to connect the Scorched, the only instinct left for those infected is violent aggression towards everything but other scorched.

Requirements: This template can only be applied to a non-mutated human character or a non-robot creature.

- **Attributes:** A character's CHA and INT are reduced to 1. A Scorched character has 0 Luck points. A creature's Body and Mind scores are unchanged.
- **Skills:** A character loses all ranks in skills except Athletics, Melee Weapons, Sneak, Survival, and Unarmed. The character must change their tag skills to one of the listed skills. Creatures' skills are unchanged.
- **Attacks**: Scorched are still able to wield melee weapons if they did so before, but they can no longer use weapons to make ranged attacks (they may still make ranged attacks natural to the creature). Attacks from a scorched character or creature count as exposure to a source of disease.
- **Special Abilities:** The scorched character or creature gains the Scorched ability:

Scorched: The creature is barely intelligent, driven by instinct and aggression against the uninfected. Scorched creatures cannot be persuaded or influenced by Speech tests. Scorched creatures move towards and attack the nearest enemy, and due to their hive mind, when one scorched becomes aware of prey, all others within Long range will be alerted and move to attack. If they cannot detect an enemy, they move towards the nearest source of bright light or loud noise. Failing that, they will move around randomly or simply stand perfectly still.

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ANIMALS AND INSECTS

Some of the mutated creatures in the wasteland are the product of evolution, branching out in unique variants with deadlier traits. Other species are the product of sinister experiments either for sport or as a defense against another threat out in the wild.

ALBINO RADSCORPION

Pale and grotesque, these mutated monstrosities roam the Wasteland looking for prey, ranging from brahmin to deathclaws; there are few things they won't fight. Twice the size of their obsidian cousins, the albino radscorpion has mutated beyond the normal bonds of nature. Its lighter carapace, though more sensitive to light, transforms the sun's rays into energy, increasing its endurance and vitality. Able to shrug off heavy wounds, immune to radiation, and with a deadly poison sting, the albino radscorpion is able to go toe to toe with the greatest threats the wasteland has to offer.

Though they rely mostly on the sting to fight, evidence of their claws can be found in their wake; an eviscerated carcass torn to pieces, or the limbs and extremities of once mighty foes. Whatever the case, the albino radscorpion is not something to be messed with.

Level 14, Mutated Arachnid, Mighty Creature (204 XP)

BODY	MIND
11	6

MELEE	GUNS	OTHER
5	—	4

HP	INITIATIVE	DEFENSE
78	17	1

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
6 (All)	5 (All)	Immune	Immune

ATTACKS
CLAW: BODY + Melee (TN 16), 6 🎲 Vicious Physical damage
STING: BODY + Melee (TN 16), 7 🎲 Persistent Poison damage

SPECIAL ABILITIES

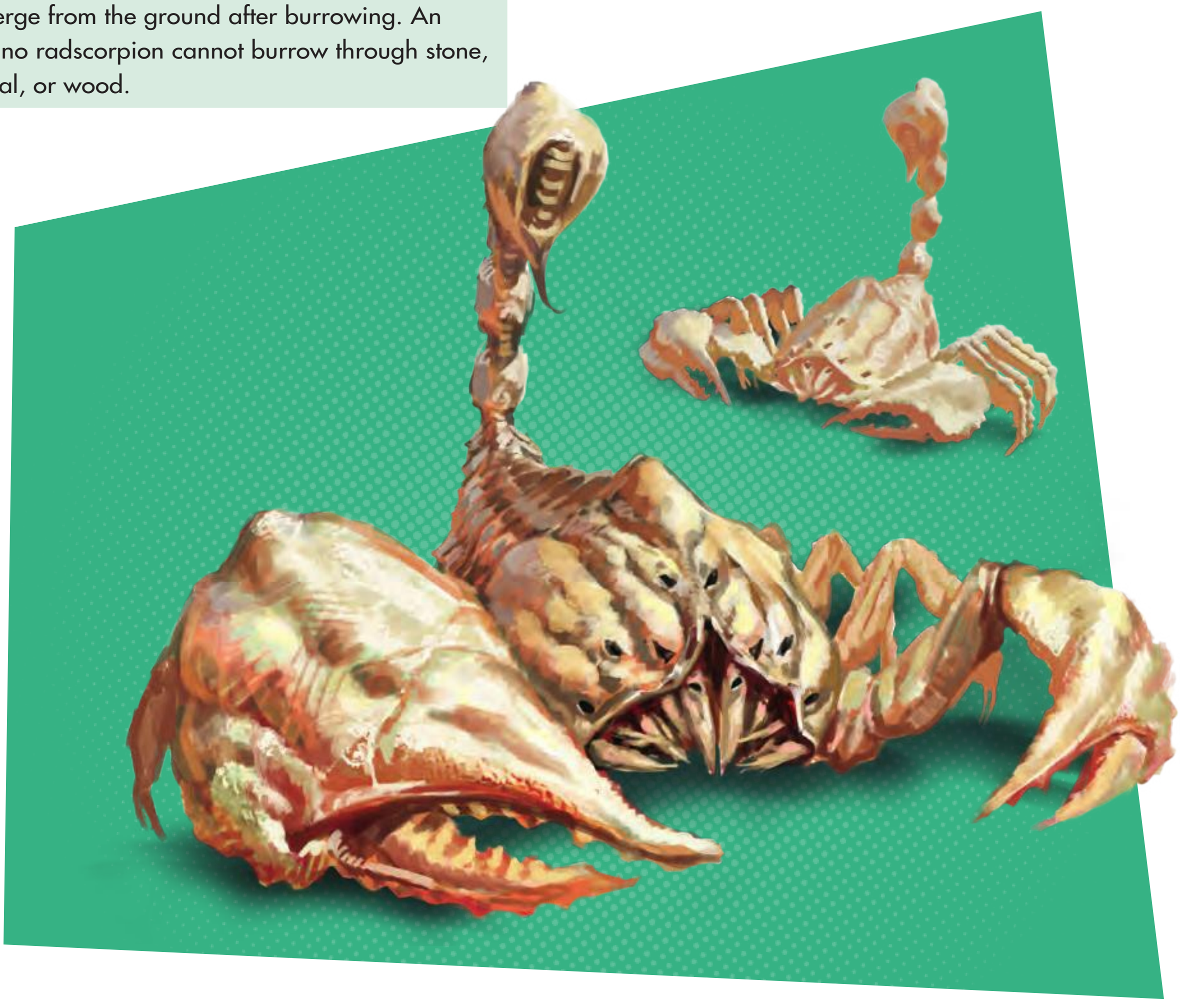
- **IMMUNE TO RADIATION:** The albino radscorpion reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **IMMUNE TO POISON:** The albino radscorpion reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- **BIG:** The albino radscorpion is bigger than most characters. The creature receives an additional +1 health point per Level, but its Defense is reduced by 1, to a minimum of 1. Further, it only suffers a critical hit if an attack inflicts 7+ damage (after damage resistance) in a single hit, rather than the normal 5+.
- **BURROW:** An albino radscorpion can tunnel under the ground to strike at attackers. Burrowing into the ground takes a major action, and while burrowing the albino radscorpion is not visible and cannot be targeted by attacks. It burrows two zones as a major action, moving underneath existing zones. It takes only a minor action to emerge from the ground after burrowing. An albino radscorpion cannot burrow through stone, metal, or wood.

SPECIAL ABILITIES

- **SOLAR REGENERATION:** The albino radscorpion is unusual amongst its kin as, beyond its lack of carapace pigmentation, it has mutated to absorb energy from sunlight. At the start of each round, if the albino radscorpion is in direct sunlight, it recovers 3 health points.
- **WEAK SPOT:** If an attacker chooses to target the albino radscorpion's head, it ignores the creature's DR. This does not apply against hits which hit the head due to random chance.

INVENTORY

- **BUTCHERY:** Scavengers can butcher a dead albino radscorpion with a successful **END + Survival** test with a difficulty of 1. This yields 2 portions of radscorpion meat; if an Effect is rolled, it also yields 1 radscorpion stinger, or a radscorpion egg if two Effects are rolled.



ANGLER

In the foggy swamps of the Wastelands, raiders are treated to a variety of botanical delights, from aster to lure weed. But caution to the unobservant harvester, as not all plants are as they seem, some are not even plants at all.

Utilizing a specialized bioluminescent growth on the top of its head, the angler lurks underwater, disguising itself amongst shoots of lure weed. It patiently lies in wait for prey it knows best before erupting from the water, hurling gouts of flaming bile at its victims now too close to retreat. Only in dire circumstances will the angler rely on tooth and claw to fight, always preferring to remain at range, bombarding its foe with flaming spittle from a safe distance.

Level 9, Mutated Amphibian, Normal Creature (109 XP)

BODY	MIND
9	7

MELEE	GUNS	OTHER
4	5	4

HP	INITIATIVE	DEFENSE
24	16	2

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
4 (All)	6 (All)	Immune	Immune

ATTACKS

- **SPIT: BODY + Guns** (TN 14) 7 🎲 Persistent Energy damage, Fire Rate 0, Range M
- **BITE: BODY + Melee** (TN13) 6 🎲 Piercing 1 Physical damage

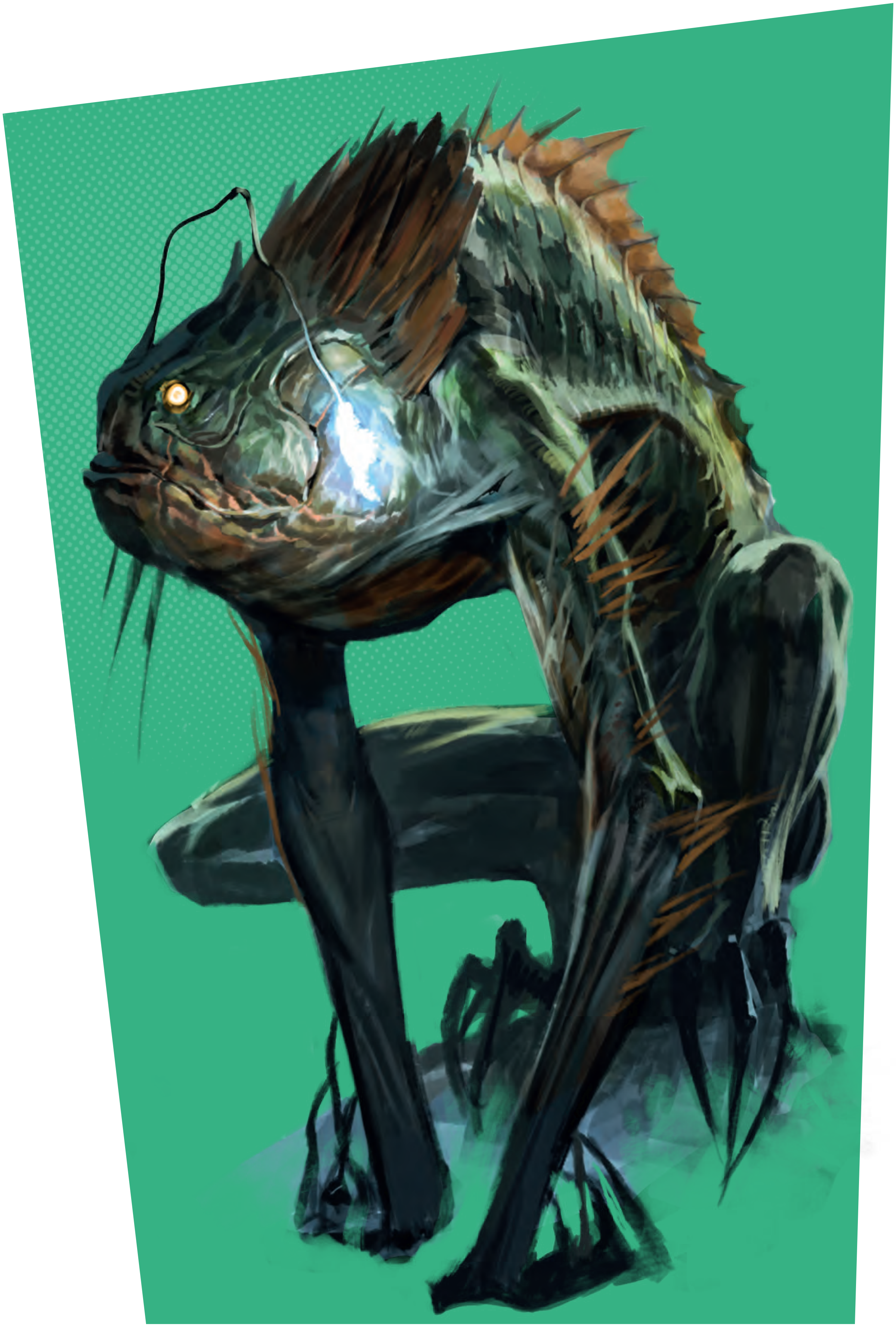
SPECIAL ABILITIES

- **IMMUNE TO RADIATION:** The angler reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **IMMUNE TO POISON:** The angler reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- **AMPHIBIOUS:** The angler can swim and submerge itself in water for a number of rounds equal to its body statistic before needing to come up for air. It suffers no difficulty increases for attacks and movements made underwater.
- **PATIENT PREDATOR:** The angler are patient and cunning hunters. An angler that is submerged in water and not moving is difficult to tell apart from a knot of lure weed. It takes a **PER + Survival** test with a difficulty of 3 to spot an angler that is lying in wait. If undetected, the angler can make a sneak attack when its unsuspecting prey comes into Close range.

INVENTORY

- **BUTCHERY:** Scavengers can butcher a dead angler with a successful **END + Survival** test, with a difficulty of 1. This yields 2 🎲 portions of angler meat with a 1 Common material for each Effect rolled.

> "ANGLERS WAIT IN AMBUSH FOR PREY TO COME TO THEM."
>
> INSTITUTE SCIENTIST



CAVE CRICKET

These carnivorous mutated crickets are "pretty good eating," according to locals, their powerful legs providing rich and lean meat, high in protein and radiation. Usually found in groups, these insects are fiercely territorial and will swarm anything on sight, using their speed and size to outmaneuver foes and run them through with their horns. As always, wastelanders are advised to keep their eyes open, as these dust-colored critters are hard to spot and seem to always see danger coming.

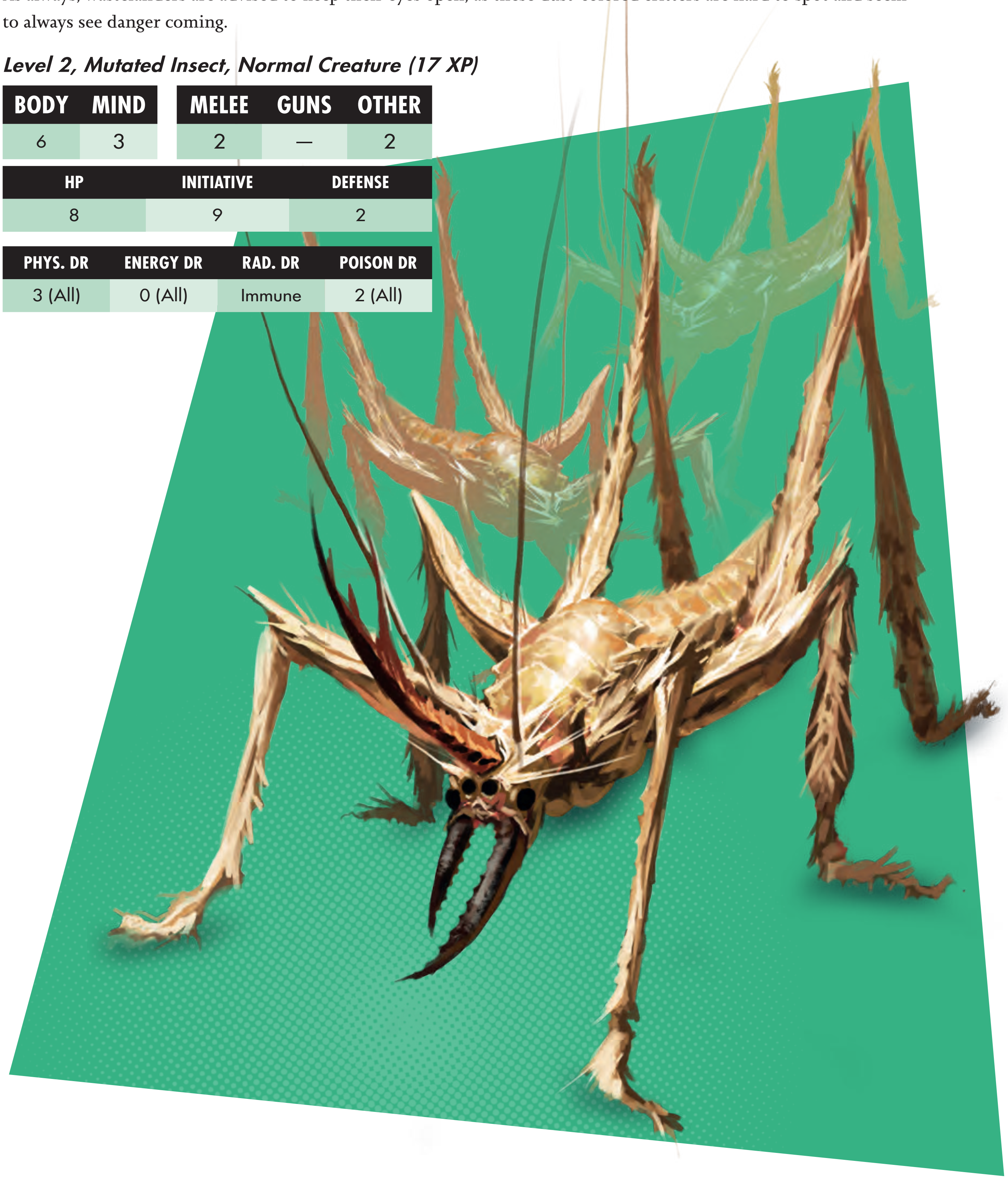
Level 2, Mutated Insect, Normal Creature (17 XP)

BODY	MIND
6	3

MELEE	GUNS	OTHER
2	—	2

HP	INITIATIVE	DEFENSE
8	9	2

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
3 (All)	0 (All)	Immune	2 (All)



ATTACKS

- **IMPALING HORN: BODY + Melee** (TN 8) 4 🎲 Piercing 1 Physical damage
- **BITE: BODY + Melee** (TN8) 3 🎲 Physical damage

SPECIAL ABILITIES

- **IMMUNE TO RADIATION:** The cave cricket reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **LEAP:** Cave crickets are unusually agile creatures. It may first move up to one zone when it uses its Impaling Horn. This adds 1 🎲 to the weapon's damage (for 5 🎲 total).

SPECIAL ABILITIES

- **KEEN SENSES:** One or more of the cave cricket's senses are especially keen; they can attempt to detect creatures or objects which characters normally cannot, and they reduce the difficulty of all other **PER** tests by 1 (to a minimum of 0).

INVENTORY

- **BUTCHERY:** Scavengers can butcher a dead cave cricket with a successful **END + Survival** test, with a difficulty of 1. This yields 1 🎲ave cricket meat; if an effect is rolled, it also yields 1 acid concentrate (***Settler's Guide Book**, Chapter 4: Equipment, p.89*).

CAVE CRICKET PIERCER

Compared to their tan-colored cousins, the greenish hue of these crickets' exoskeletons makes them stand out from the crowd. Faster, stronger, and more aggressive than the usual breed, the cave cricket piercer often leads the charge, sometimes even venturing out on its own to deal with trespassers.

Level 5, Mutated Insect, Normal Creature (38 XP)

BODY	MIND
7	4

MELEE	GUNS	OTHER
3	—	2

HP	INITIATIVE	DEFENSE
12	11	2

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
4 (All)	1 (All)	Immune	2 (All)

ATTACKS

- **IMPALING HORN: BODY + Melee** (TN 12) 5 🎲 Piercing 1 Physical damage
- **BITE: BODY + Melee** (TN12) 4 🎲 Physical damage

SPECIAL ABILITIES

- **IMMUNE TO RADIATION:** The cave cricket piercer reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **LEAP:** Cave crickets are unusually agile creatures. It may first move up to one zone when it uses its Impaling Horn. This adds 1 🎲 to the weapon's damage (for 6 🎲 total).
- **KEEN SENSES:** One or more of the cave cricket piercer's senses are especially keen; it can attempt to detect creatures or objects which characters normally cannot, and it reduces the difficulty of all other **PER** tests by 1 (to a minimum of 0).

INVENTORY

- **BUTCHERY:** Scavengers can butcher a dead cave cricket with a successful **END + Survival** test, difficulty 1. This yields 1 🎲ave cricket meat; if an effect is rolled, it also yields 1 acid concentrate (***Settler's Guide Book**, Chapter 4: Equipment, p.89*).

CAZADOR

Unlike most other insects encountered in the Wasteland, cazadores are not, in fact, the result of radioactive mutation. They were engineered in the Big Mountain Research and Development Center, the home of a privately owned pre-War defense company. Although their creator, Dr. Borous, insists that all examples of the species are held securely within Big MT, any unwary traveler of the Mojave Wasteland can attest to the fact that this is most certainly not the case. Cazadores can be found swarming the Mojave Wasteland and protecting their nests from unwanted interference. If you spy the glint of orange wings on the horizon, it's best to make yourself scarce if you don't wish to experience their excruciating stings.

Level 10, Mutated Insect, Normal Creature (74 XP)

BODY	MIND
8	5

MELEE	GUNS	OTHER
4	—	3

HP	INITIATIVE	DEFENSE
13	13	2

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
-	-	Immune	Immune

ATTACKS

- **STINGER: BODY + Melee** (TN 12) 8 🎲 Persistent Poison damage

SPECIAL ABILITIES

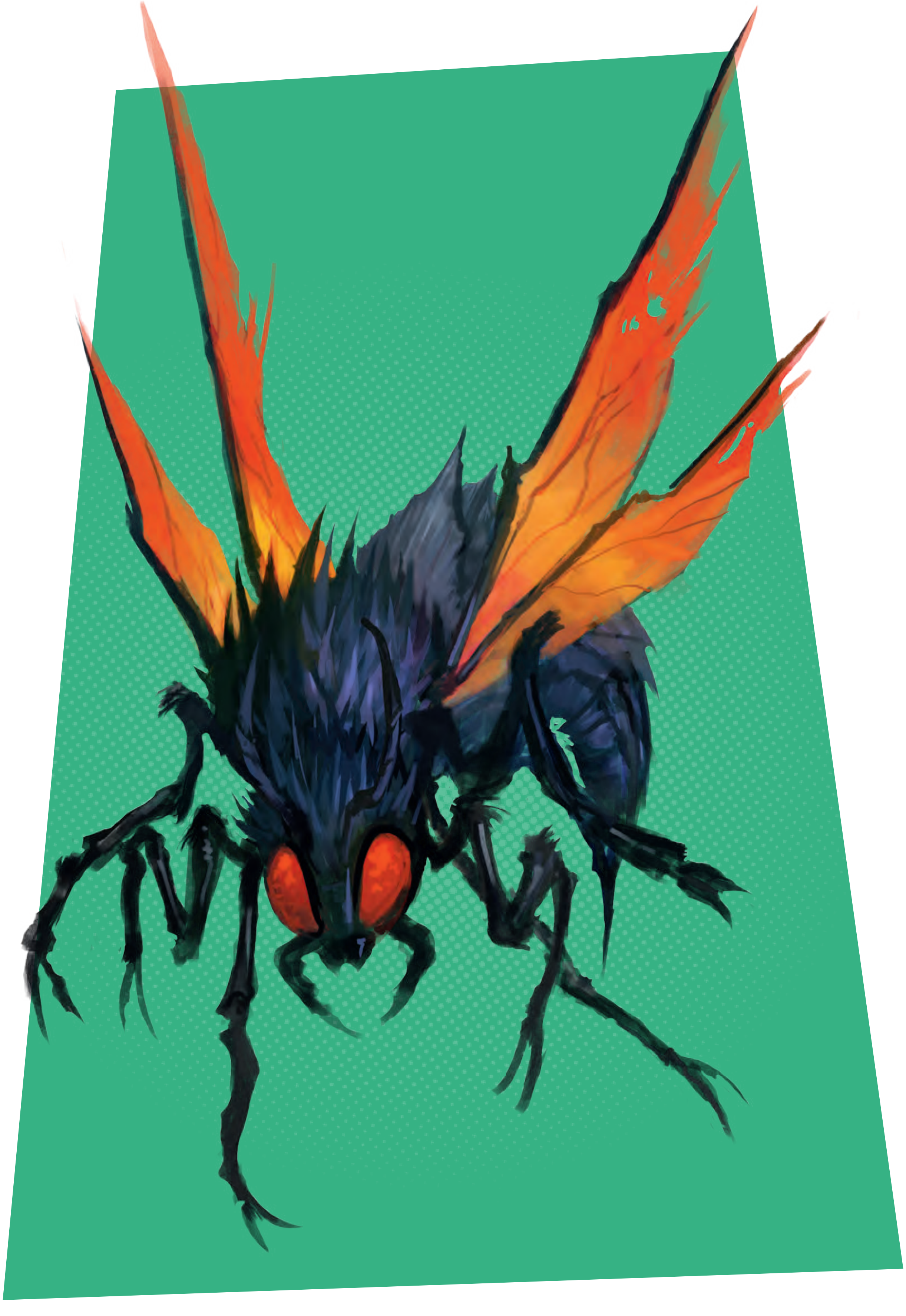
- **IMMUNE TO RADIATION:** The cazador reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **IMMUNE TO POISON:** The cazador reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- **FLYING:** The cazador can move freely through the air. It can ignore most ground-level obstacles and difficult terrain effects, and it can move through "empty" zones above the battlefield if desired. It must spend at least one minor action each turn moving, and if it is knocked prone it falls to the ground, suffering 3 🎲 Stun Physical damage, +2 🎲 for each zone above ground level it was before it fell.

SPECIAL ABILITIES

- **EVADE:** Cazadores will home in on any threat to their nests with startling speed. If the cazador uses the Sprint action, it increases its defense by +1 (up to a total of 3) until the start of its next turn.
- **POTENT STING:** Cazador stings are amongst the deadliest in the Wastelands. Whenever the cazador hits with its Stinger, it is treated as if one Effect is rolled. Any additional Effects rolled are counted as normal.
- **LITTLE:** Cazadores are smaller than most characters. The creature's normal HP decreases to Body + ½ level (rounded up), but its Defense is increased by 1. Further, it is slain by any hit which inflicts an Injury.

INVENTORY

- **BUTCHERY:** Scavengers can butcher a dead cazador with a successful **END + Survival** test, with a difficulty of 1. This yields 1 🎲 cazador egg; if an Effect is rolled, this also yields 1 cazador stinger.



DEATHCLAW MATRIARCH

There is one creature in the Wastelands that strikes fear into the hearts of all who see it, the deathclaw. Huge genetically engineered creatures that are sure to end the life of anyone foolish enough to take one on. But in the wastelands, there is always a bigger fish and, unfortunately, a bigger deathclaw. The deathclaw matriarch is a queen amongst monsters, always the strongest in their pack. They lead claw-in-claw with a deathclaw alpha. Once they lay claim to a territory and build a nest, anyone foolish or unfortunate enough to disturb them is almost guaranteed to meet a swift and painful end. These protective matriarchs seldom guard their nests alone.

Level 20, Legendary Creature, Mutated Lizard (XP 432)

BODY	MIND
12	10

MELEE	GUNS	OTHER
5	5	5

HP	INITIATIVE	DEFENSE
156	22	1

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
8 (All)	10 (All)	Immune	10 (All)

ATTACKS

- **CLAWS: BODY + Melee** (TN 17) 12 🎲 Vicious Piercing 2 Physical damage
- **SLAM: BODY + Melee** (TN 17) 8 🎲 Stun Physical damage
- **HEAVY OBJECT: BODY + Guns** (TN 15) 8 🎲 Stun Physical damage, Throwing, Range M

SPECIAL ABILITIES

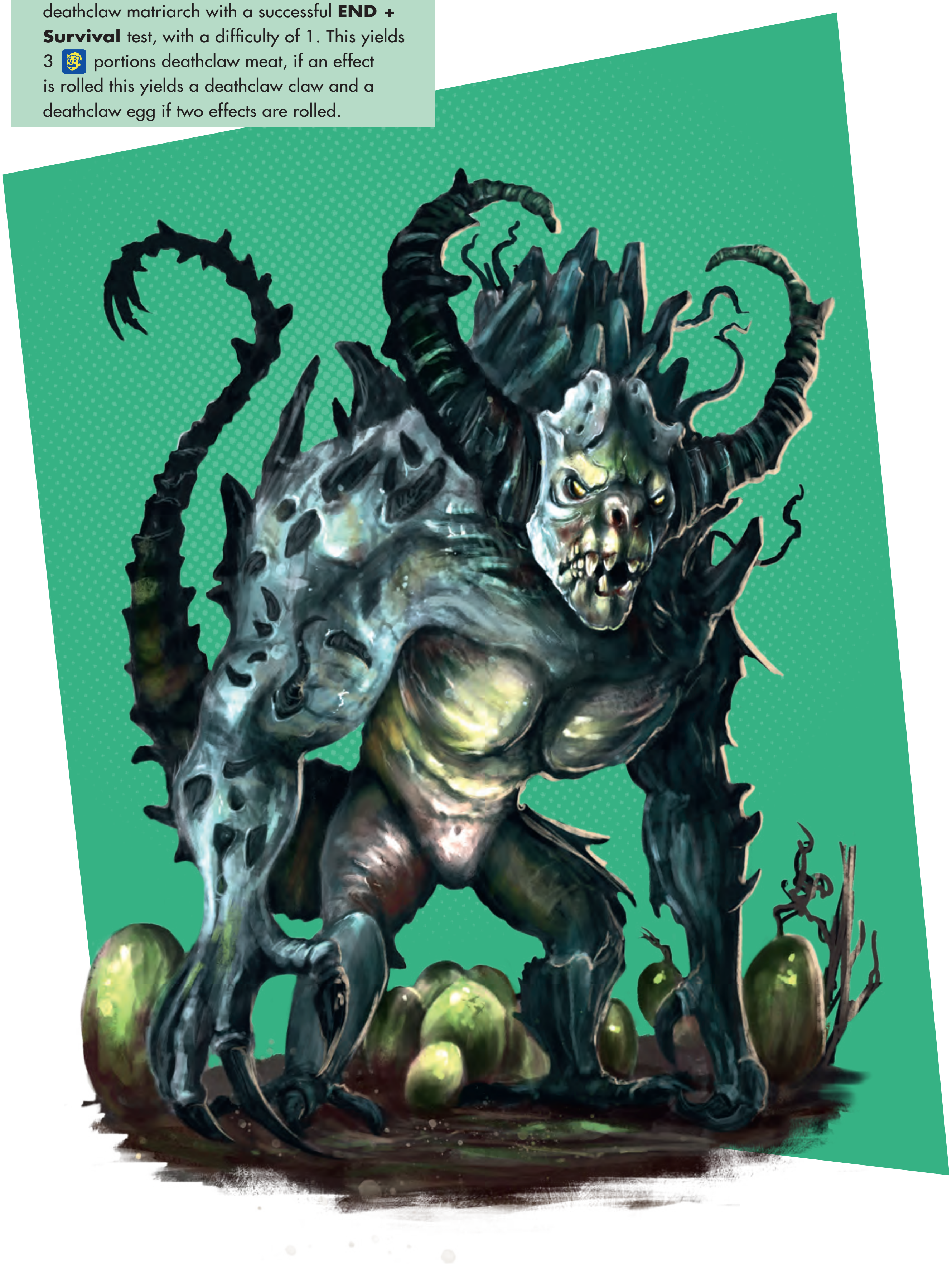
- **IMMUNE TO RADIATION:** The deathclaw matriarch reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **BIG:** The deathclaw matriarch is bigger than most characters. The creature receives an additional +1 health point per Level, but its Defense is reduced by 1, to a minimum of 1. Further, it only suffers a critical hit if an attack inflicts 7+ damage (after damage resistance) in a single hit, rather than the normal 5+.
- **KEEN SENSES:** One or more of the deathclaw matriarch's senses are especially keen; they can attempt to detect creatures or objects which characters normally cannot, and they reduce the difficulty of all other **PER** tests by 1 (to a minimum of 0).
- **REND:** A deathclaw matriarch may choose to make an even deadlier claw attack by increasing its difficulty by +1 if it succeeds the attack damage is increased by +2 🎲.

SPECIAL ABILITIES

- **MASSIVE STRENGTH:** A deathclaw matriarch is capable of lifting and throwing objects as large as a standard car.
- **MATRIARCHAL FURY:** Once per combat the deathclaw matriarch can channel all its bestial rage and protective fury at its nest being disturbed into a supernatural burst of energy and speed. For the next round, all attacks made by the deathcalw matriarch have the Breaking damage effect.
- **AGGRESSIVE:** The deathclaw matriarch is quick to action when it senses prey. When the deathclaw matriarch enters a scene, immediately generate 1 Action Point. If the deathclaw matriarch is an ally, then this goes into the group pool. If it is an enemy, it goes into the GM's pool.
- **PACK MOTHER:** As a minor action, the deathclaw matriarch may spend 2 Action Points to command another deathclaw within Close range to perform a major action immediately.
- **IMMUNE TO FEAR:** The deathclaw matriarch cannot be intimidated or threatened in any way and will weather ignore or attack anyone who attempts to threaten or intimidate it.
- **ALPHAS PRESENCE:** Deathclaws that share a scene with the deathclaw matriarch are inspired by its presence, as long as they can see or hear the deathclaw matriarch they gain the following benefits**.** They gain +2 to mind and gain Immune to Fear. When the deathclaw matriarch reaches half its total health points, all deathclaws within Medium range of the deathclaw matriarch spend 1 less AP when buying bonus d20s for the remainder of the scene.

INVENTORY

- **BUTCHERY:** Scavengers can butcher a dead deathclaw matriarch with a successful **END + Survival** test, with a difficulty of 1. This yields 3 portions deathclaw meat, if an effect is rolled this yields a deathclaw claw and a deathclaw egg if two effects are rolled.



FLOATER

Named after their large flotation sacks, these creatures were the answer to a question posed by West Tek, what happens when a flatworm is exposed to the Forced Evolutionary Virus? The result was surprising, changing the soft-bodied invertebrate into an unrecognizable floating sack of bile and menace. After breaking confinement, they took their place in the wilderness, hunting prey by burrowing underground and luring them close by emitting a vibrant and colorful mist from their exposed tongue. This was until they were found by the super mutants, another victim of the FEV, who shared a particular bond with them. Though they can still be found in the wild many have been tamed and now work alongside the super mutants and their mutant hounds.

Level *6, Mutated Invertebrate Normal creature (45 XP)*

BODY	MIND
7	4

MELEE	GUNS	OTHER
—	3	2

HP	INITIATIVE	DEFENSE
20	12	1

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
1 (All)	1 (All)	1 (All)	1 (All)

ATTACKS

- **FLAMER: Body + Guns** (TN 10) 3 🎲 Burst Persistent Spread Energy damage, Debilitating, Inaccurate
- **COMBUST: Body + Guns** (TN 10) 5 🎲 Persistent Energy damage, Blast, Delay (2)

SPECIAL ABILITIES

- **AMBUSH:** The floater hides underground, its tongue protruding from the earth, emitting a bright clout of color. A successful **INT + Survival** test with a difficulty of 2 reveals its location. If a character succeeds in this test, they and their allies are unaffected by its Shock Tactics ability.
- **SHOCK TACTICS:** When the floater bursts from its Ambush, all creatures within Close who were unaware of the floater make an **END + Survival** with a difficulty of 2. Until the end of its next turn, each creature that failed this test suffers a +1 difficulty on attacks made against the floater and its allies.
- **FLOATING:** The floater floats above the ground and is unaffected by difficult terrain or obstacles.
- **COMBUST**: When the floater is reduced to 0 HP, it clutches its head and lets out a shriek as its gas sack expands. It uses its major action to combust. This attack is an attack centered upon itself and kills the floater.

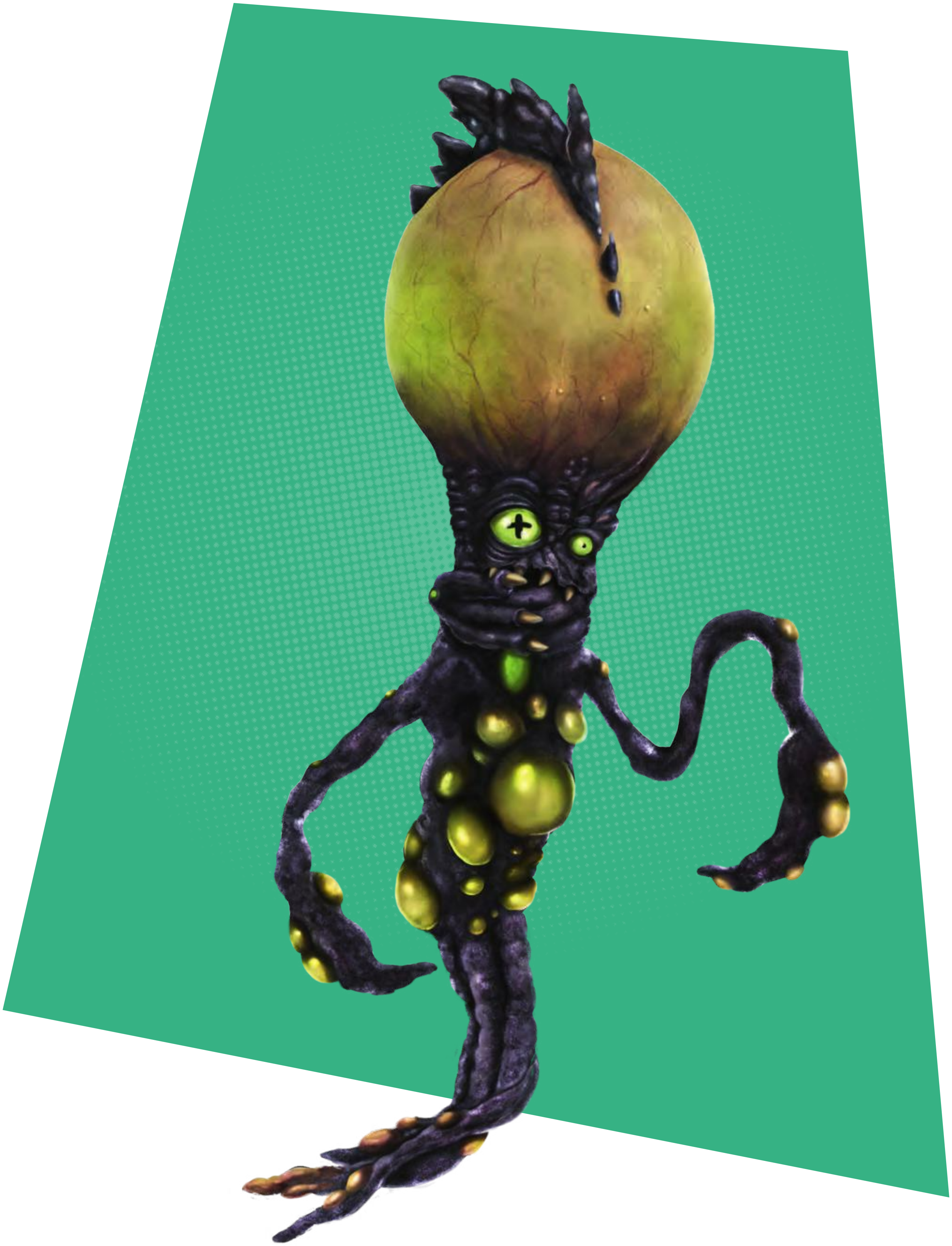
SPECIAL ABILITIES

- **MUTANT FRIEND**: Floaters are friendly to super mutants, unless hurt by them. Super mutants gain one automatic success on any CHA-based test that involves taming or instructing this creature.
- **ABNORMAL ANATOMY:** The floater still retains the anatomy of a flatworm. As such, all hit locations other than the head counts as torso hits.

INVENTORY

- **BUTCHERY**: Scavengers can butcher a dead floater with a successful **END + Survival** test with a difficulty of 0. This yields 1 Common material; for each effect rolled, gain 1 flamer fuel.

> **"FLOATERS STORE NOXIOUS GASES IN THEIR FLOATATION BLADDERS."**
>
> JANET THOMPSON



GATORCLAW

Created by Dr. Darren McDermot, resident biologist at Nuka World's Safari Adventure Replication Facility, the gatorclaw was designed by splicing the DNA of the Jackson chameleon (the genetic ancestor of the mighty deathclaw) and the American alligator. Initially unsuccessful, it was only when McDermot extracted a sample of the FEV from a deceased super mutant did his project bear fruit. Though originally created to protect McDermot, the gatorclaws turned on their master as they grew too powerful and ferocious.

They now wander Nuka World as apex predators, shorter and squatter than a deathclaw but even more dangerous. Rumors say that McDermot never managed to turn off the replicator creating the gatorclaws before he died. If true, this would be disastrous for the wastelands.

Level 11, Mutated Reptile, Mighty Creature (162 XP)

BODY	MIND
11	5

HP	INITIATIVE	DEFENSE
66	16	1

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
6 (All)	6 (All)	Immune	9 (All)

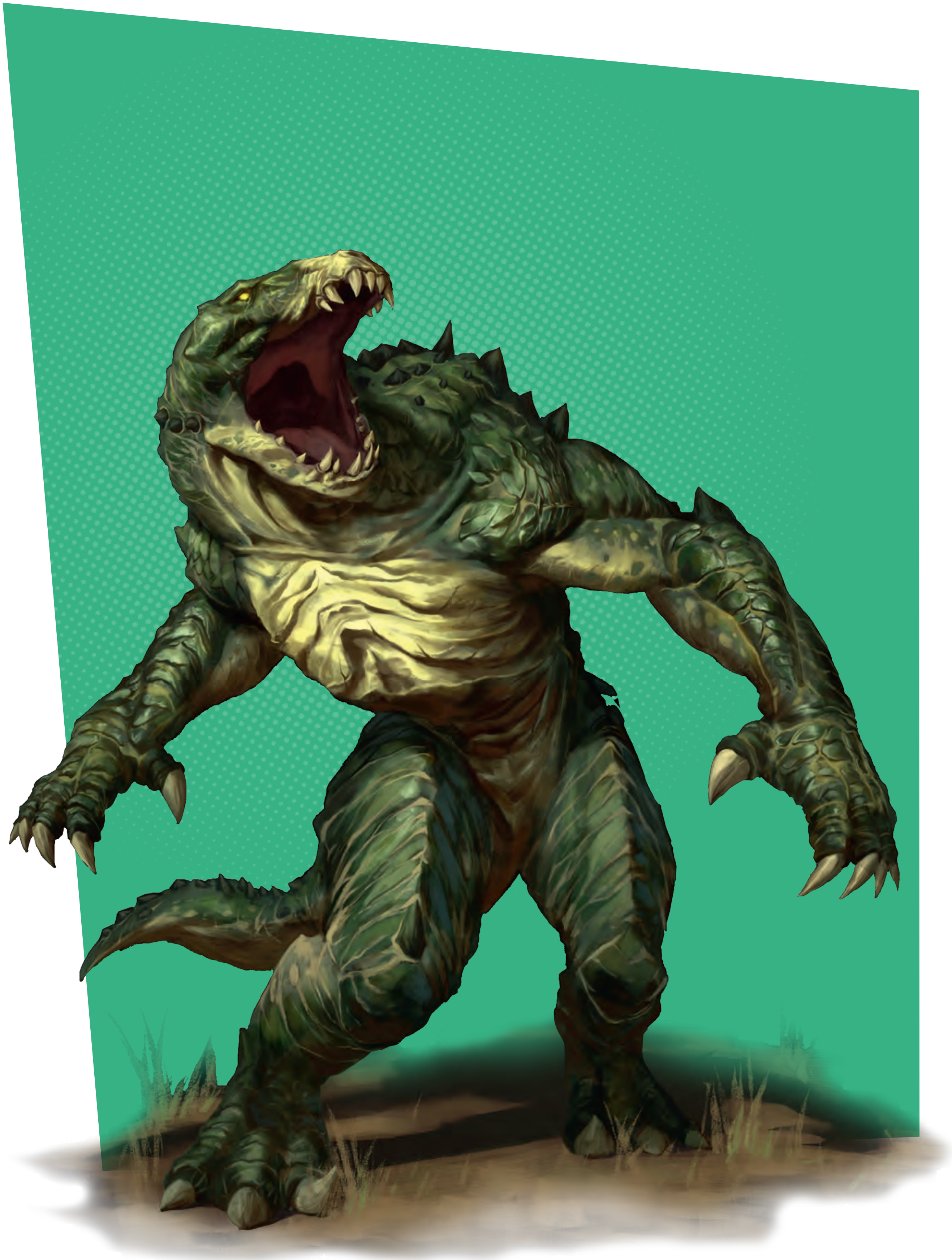
SPECIAL ABILITIES

- **DIVER:** The gatorclaw can swim and submerge itself in water for a number of rounds equal to its body statistic before needing to come up for air. They suffer no difficulty increase for attacks and movements made underwater.

Gatorclaw Conversion

The gatorclaw uses the same base stats as the deathclaw (***Fallout: The Roleplaying Game Core Rulebook***, *p.342*) and be repurposed with some minor changes.

> "I HAVE THE CORRECT SAMPLES OF JACKSON CHAMELEON AND AMERICAN ALLIGATOR IN THE MIX, BUT KEEPING SAMPLE Q334 STABLE CONTINUES TO ELUDE ME."
>
> – PROFESSOR SCARA



GECKO

In the Mojave Wasteland, two things are inevitable: dehydration and gecko bites. Unassuming long, these waist-high creatures attack in packs charging at their foes on their hind legs, frills splayed and mouths open, ready to bite. Wherever a gecko attacks or is attacked, its pack will soon be hot on the heels of whoever dared stray too close.

Level 2, Mutated Reptile, Normal Creature (17 XP)

BODY	MIND
5	4

MELEE	GUNS	OTHER
2	—	3

HP	INITIATIVE	DEFENSE
9	9	1

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
-	-	-	-

ATTACKS

- **BITE: BODY + Melee** (TN 7), 3 🎲 Physical damage

SPECIAL ABILITIES

- **DIVER:** The gecko can swim and submerge itself in water for a number of rounds equal to its body statistic before needing to come up for air. They suffer no difficulty increase for attacks and movements made underwater.

INVENTORY

- **BUTCHERY:** Scavengers can butcher a dead gecko with a successful **END + Survival** test with a difficulty of 0. This yields one portion of gecko meat.

GIANT ANT

In the many years since the Great War, little has changed about these arthropods, living in colonies supporting their queen in a rigid social structure. The only noticeable change is their size. Ranging from the size of a dog to that of a minibus, these ants truly deserve the title giant. Like their ancestors, giant ants have a strong sense of teamwork, holding the nest and their queen above any individual member. Though many specialized ants exist even the lowliest drone will fight and gather for the good of the nest, even at the cost of their own life.

Level 3, Mutated Insect, Normal Creature (24 XP)

BODY	MIND
6	4

MELEE	GUNS	OTHER
3	—	3

HP	INITIATIVE	DEFENSE
9	10	1

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
1 (All)	1 (All)	Immune	Immune

ATTACKS

- **BITE: BODY + Melee** (TN 9) 4 🎲 Physical damage

SPECIAL ABILITIES

- **IMMUNE TO RADIATION:** The giant ant reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **FRENZY:** If an attacker deals an injury to the giant ant's head the giant ant goes into a pained frenzy and treats all creatures and characters as enemies for the rest of the encounter.

INVENTORY

- **BUTCHERY:** Scavengers can butcher a dead giant ant with a successful **END + Survival** test with a difficulty of 1. This yields one portion of giant ant meat.

Fire Ants

Originally found in the Capital Wasteland, these creatures are the results of Dr. Lesko's ill-fated attempt to reduce giant ants back to their pre-War size. Needless to say, his experiment did not go as planned, and rather than returning to their minuscule size, these ants instead became increasingly aggressive and developed the ability to spit fire.

When featuring fire ants, modify the giant ant as follows:

- Increase Guns to 3.
- Add the following attack, **FIRE SPIT: BODY + Guns** (TN 9) 3 🎲 Persistent Energy damage, Range M

GIANT MANTIS

First originating in Vault 22, this mutated insect has developed in harmony with the deadly *Beauveria mordicana* fungus. Introduced as pest control in a Green Vault experiment, these insects showed initial promise, killing off pests less vulnerable to the killer fungus and self-regulating their own population when prey was in short supply.

However, once the human inhabitants of the vault fell victim to the fungus the mantises took over. With humans no longer there to regulate them, they flourished and grew, becoming as large as the people that once looked over them. They now spend their time hunting, lying in ambush to eat anyone who would come near the now abandoned vault, or dragging their victims within to feed them to the fungus.

Level 7, Mutated Insect, Normal Creature (52 XP)

BODY	MIND
8	4

MELEE	GUNS	OTHER
4	—	2

HP	INITIATIVE	DEFENSE
15	12	1

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
3 (All)	1 (All)	1 (All)	Immune

ATTACKS

- **CLAW: BODY + Melee** (TN 12) 4 🎲 Piercing, Vicious Physical damage

SPECIAL ABILITIES

- **IMMUNE TO POISON:** The giant mantis reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from Poison.
- **FRENZY:** If an attacker deals an injury to the giant mantis' head, the giant mantis goes into a pained frenzy and treats all creatures and characters as enemies for the rest of the encounter.

SPECIAL ABILITIES

- **POUNCE:** The giant mantis utilizes its wings to swiftly pounce upon its prey. It can use its major action to leap anywhere within Medium range. Doing so will add 2 🎲 to its next claw attack (for 6 🎲 total).
- **SNEAKY:** A giant mantis has a TN of 10 for its Sneak tests, and rolls +1d20 on sneak attacks.

INVENTORY

- **BUTCHERY:** Scavengers can butcher a dead giant mantis with a successful **END + Survival** test with a difficulty of 1. This yields 2 🎲 portions of giant mantis foreleg.

GULPERS

Descended from salamanders, these slick reptilians can be found anywhere swampy and dank, preferring to stay near water these creatures spend much of their time residing in trees. Hanging upside down by their tails to rest and recuperate or watch for prey. When on land, gulpers walk predominantly on two legs, though if speed is required, they can run on all fours, and easily outrun most humans.

Level 10, Mutated Amphibian, Normal Creature (74 XP)

BODY	MIND
8	5

MELEE	GUNS	OTHER
5	—	4

HP	INITIATIVE	DEFENSE
18	13	1

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
4 (All)	6 (All)	Immune	8 (All)

ATTACKS

- **BITE: BODY + Melee** (TN 15) 6 Breaking Physical damage
- **SLAM: BODY + Melee** (TN 15) 5 Physical damage
- **HEAVY OBJECT: BODY + Guns** (TN 10) 4 Stun Physical damage, Throwing, Range M

SPECIAL ABILITIES

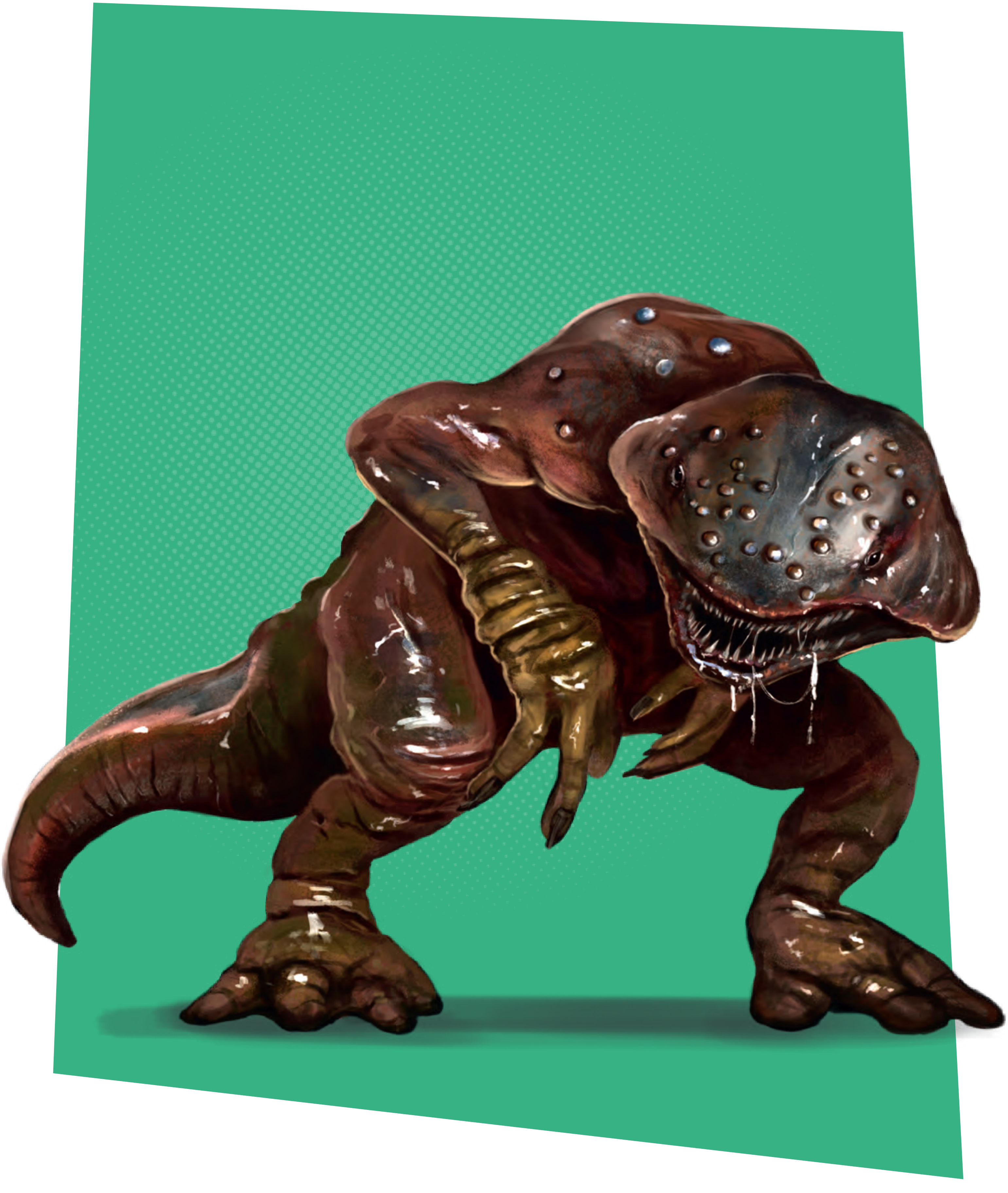
- **IMMUNE TO RADIATION:** Gulpers reduce all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **AMPHIBIOUS:** The gulper can swim and submerge itself in water for a number of rounds equal to its body statistic before needing to come up for air. They suffer no difficulty increase for attacks and movements made underwater.
- **PATIENT PREDATOR:** A gulper have an unusual habit of hanging by its tail from tree branches. It takes a **PER + Survival** test with a difficulty of 3 to spot a gulper. If undetected, the gulper can make a sneak attack when its unsuspecting prey comes into Close range.

SPECIAL ABILITIES

- **MASSIVE STRENGTH:** The gulper's strength is concentrated in its tails and neck, and it is capable of launching objects as large as a standard car.
- **AGGRESSIVE:** Gulpers are quick to action when it senses prey. When a gulper enters a scene, immediately generate 1 Action Point. If the gulper is an ally, then this goes into the group pool. If it is an enemy, it goes into the GM's pool.
- **WEAK SPOT:** If an attacker chooses to target the gulper's torso, it ignores the creature's DR. This does not apply against hits which hit the head due to random chance.

INVENTORY

- **BUTCHERY:** Scavengers can butcher a dead gulper with a successful **END + Survival** test with a difficulty of 1. This yields 2 portions of gulper innards and 1 irradiated blood with each Effect rolled providing 1 Uncommon material.



HERMIT CRAB

Having grown far too large for simple shells to contain them, these gigantic crustaceans have taken up residence in the ruined vehicles of the Wastelands. Using them to protect their squishy innards and hide from their unsuspecting prey. They spring out into action, using their giant claws to rend flesh from bone and then retreating back into their shells should things turn dire spawning hatchlings to protect themselves.

Level 12, Mutated Crustacean, Mighty Creature (176 XP)

BODY	MIND
12	4

MELEE	GUNS	OTHER
3	—	—

HP	INITIATIVE	DEFENSE
72	16	2

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
7 (All)	6 (All)	7 (All)	-

ATTACKS

- **CLAW: BODY + Melee** (TN 15) 5 🎲 Physical damage

SPECIAL ABILITIES

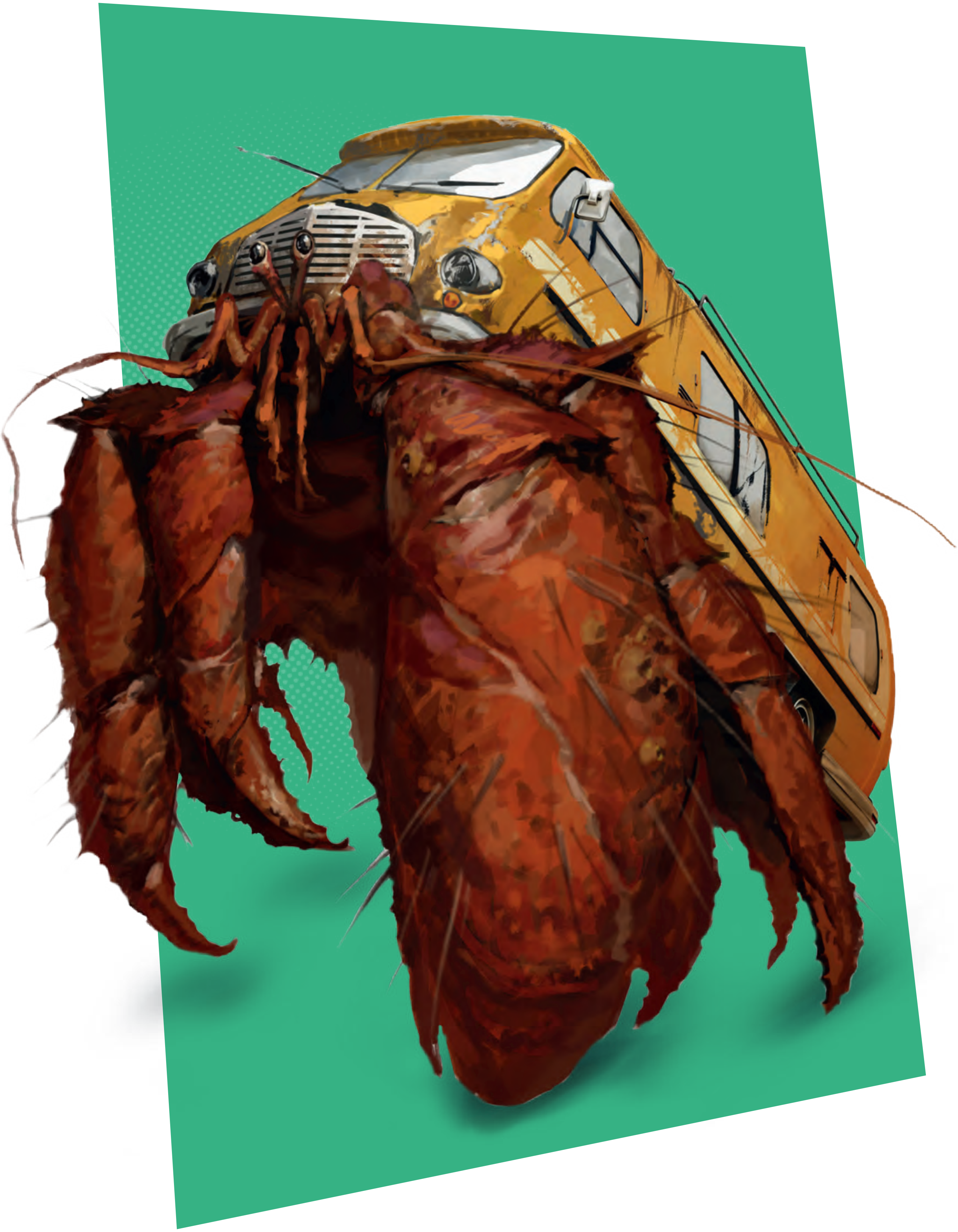
- **BIG:** The hermit crab is bigger than most characters. The creature receives an additional +1 health point per Level, but its Defense is reduced by 1, to a minimum of 1. Further, it only suffers a critical hit if an attack inflicts 7+ damage (after damage resistance) in a single hit, rather than the normal 5+.
- **METALLIC SHELL:** As a major action, the hermit crab may retreat inside its shell. While it is inside its shell, it gains +3 to all DRs, its defense becomes 0, and it may not voluntarily take any move actions. The hermit crab may exit its shell as a minor action.
- **HATCHING SPAWN:** While inside the shell, the GM may spend up to 5 AP as a major action to spawn a group of 5 hermit crab hatchlings.
- **CAMOUFLAGE:** While it remains motionless and in its shell, the hermit crab is indistinguishable from a wrecked vehicle. Close inspection or attempting to enter the vehicle will reveal the object as a creature.
- **SLOW:** The hermit crab cannot sprint and any movement action is always a major action for it.

INVENTORY

- **BUTCHERY:** Scavengers can butcher a dead hermit crab with a successful **END + Survival** test with a difficulty of 1. This yields 2 🎲 portions of hermit crab meat
- **SCAVENGING:** Upon a hermit crab's death, the players can find several items and caps among its body. Roll 3d20 for the number of caps that can be found, and 5 🎲 for the number of junk items found. The body contains a mix of weaponry, roll twice on the ranged weapons table and once on the melee weapons table There will also be 2d20 rounds of ammunition appropriate to the weapons found.

Hermit Crab Hatchlings

Hermit crab hatchlings are nearly identical to mirelurk hatchlings (***Fallout: The Roleplaying Game Core Rulebook***, *p.344*). They even look similar and behave like them.



HONEY BEAST

Most bees managed to generally avoid the effects of radiation, remaining small and social. This bee was an exception, growing larger than a brown bear and horrific to behold. Its wings are no longer strong enough to support their hulking frames. Now, it does nothing more than make a low buzzing noise, hanging limply from its sides while carrying the massive hives on their backs. Bees swarm and buzz around it, living in a mobile and aggressive home. Despite its size, it remains loyal to the colony and its queen, protecting them from large predators that once would have spelled disaster for a hive.

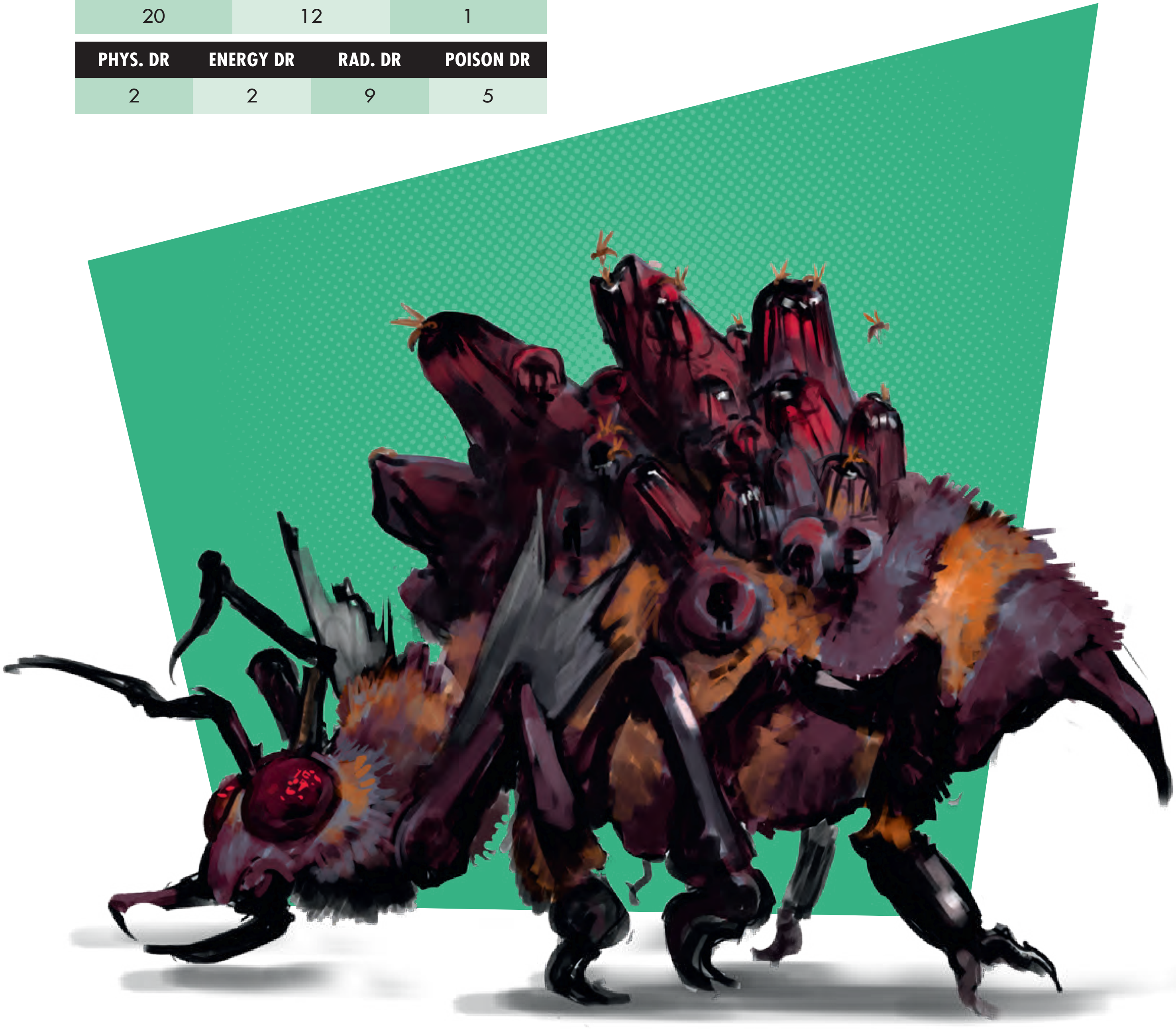
Level 7, Mutated Insect, Normal Creature (52 XP)

BODY	MIND
6	6

MELEE	GUNS	OTHER
3	—	—

HP	INITIATIVE	DEFENSE
20	12	1

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
2	2	9	5



ATTACKS

- **BITE: BODY + Melee** (TN 9) 4 🎲 Piercing, Radioactive Physical damage
- **STING: BODY + Melee** (TN 9) 3 🎲 Persistent Poison damage

SPECIAL ABILITIES

- **PROTECTIVE SWAM:** The honey beast is surrounded by a swarm of bees, ready to protect their home. The first time an attacker enters within Reach of the honey beast on a turn or at the start of its turn, they suffer 1 🎲 Poison damage.
- **SWARM SPAWN:** The honey beast may spend 1-3 AP as a minor action to spawn a bee swarm for each Action Point spent.

SPECIAL ABILITIES

- **KICK THE NEST:** When the honey beast suffers a critical hit, roll 2 🎲 and add the total rolled as Action Points to the GM's pool.

INVENTORY

- **BUTCHERY:** Scavengers can butcher a dead honey beast with a successful **END + Survival** test with a difficulty of 1. This yields 1 🎲 portions of honey, 1 🎲 portions of honeycomb and for each effect rolled gain 1 Uncommon material.

BEE SWARM

Unlike many creatures that now inhabit the wasteland, these creatures have widely avoided the effects of radiation. They live much like they did before the Great War, living in colonies formed around their queen, pollinating the local flora, and making honey. However, when the hive is disturbed, its inhabitants rush out in a swarm to protect it, stinging anything that endangers the hive.

Level 1, Mutated Insect, Normal Creature (10 XP)

BODY	MIND
4	4

MELEE	GUNS	OTHER
—	—	—

HP	INITIATIVE	DEFENSE
5	8	1

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
0 (All)	0 (All)	Immune	Immune

ATTACKS

- None

SPECIAL ABILITIES

- **SWARM:** The bee swarm consists of many normal-sized bees that together make up its mass. The swarm is able to occupy the entire zone it is in and is considered to be within Reach of all characters and objects. This does not prevent there being multiple swarms within the same zone. The swarm takes double damage from attacks with the Blast quality, or with the Arc, Burst, or Spread damage effects.

SPECIAL ABILITIES

- **CLOUD OF STINGERS:** At the end of the bee swarm's turn, creatures within the zone suffers 1 🎲 Poison damage.
- **AIRBORNE:** The bee swarm can move freely through the air, they ignore most ground-level obstacles and difficult terrain effects, and they can move through "empty" zones above the battlefield.

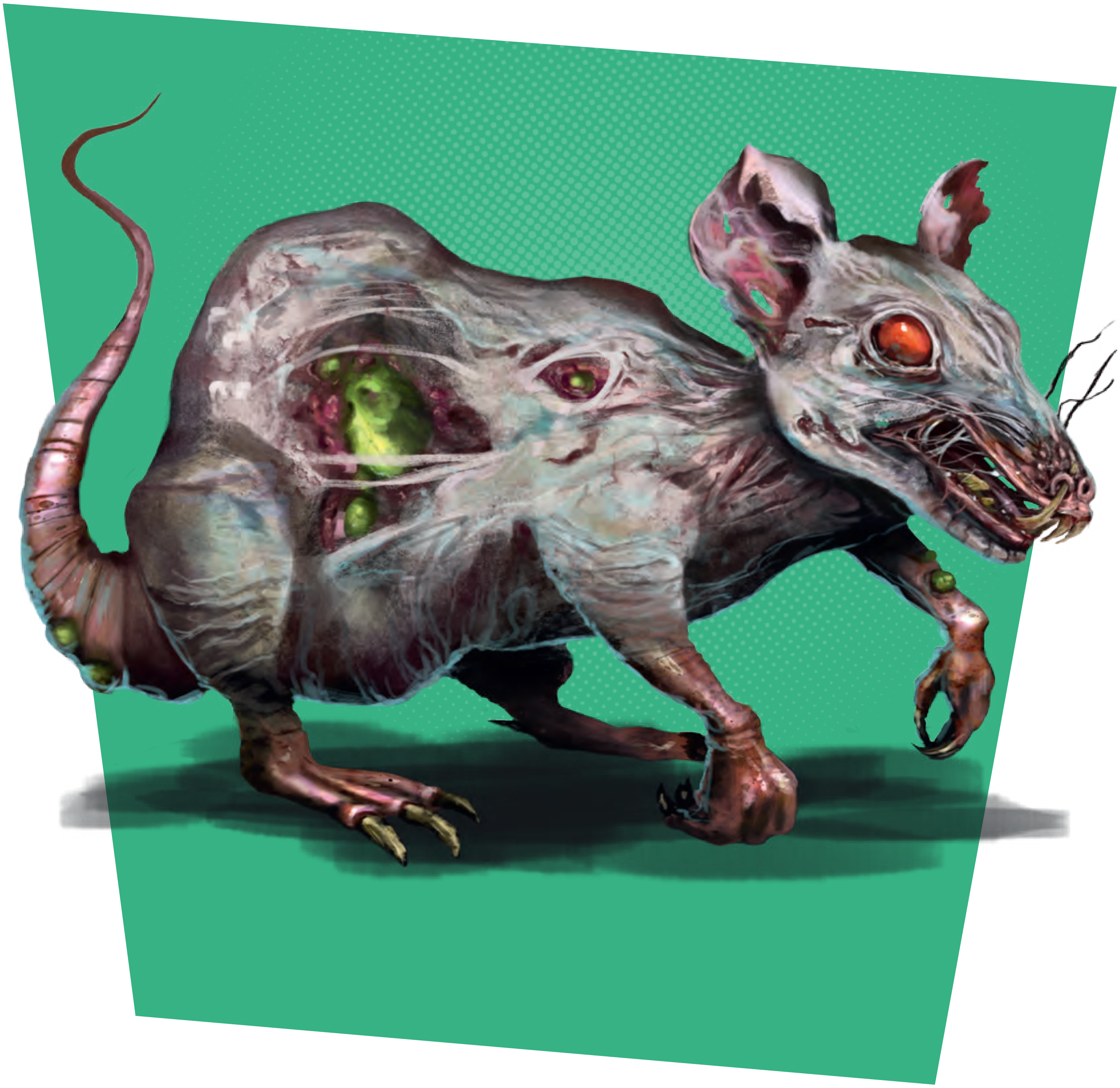
INVENTORY

- None

RADRAT

Famous survivors rats fled to the quiet and hidden corners of the world when the bombs dropped, surviving the initial blast but twisted and mutated by the ensuing fallout. Losing their fur and growing in size, the North American rat populous slowly morphed into the creatures that can be seen now. They still chose to hide away, scavenging food under cover of darkness or traveling out from their nests in packs to hunt down food. Whatever the case, these pallid and wrinkled creatures are no kinder in the eyes than their pre-War ancestors, but far more alarming to find in a home.

Level 3, Mutated Mammal, Normal Creature (24 XP)



BODY	MIND
7	3

MELEE	GUNS	OTHER
3	—	2

HP	INITIATIVE	DEFENSE
10	10	1

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
1 (All)	1 (All)	Immune	1 (All)

ATTACKS

- **BITE: BODY + Melee** (TN 10) 4 🎲 Piercing Physical damage

SPECIAL ABILITIES

- **IMMUNE TO RADIATION:** The radrat reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.

INVENTORY

- **BUTCHERY:** Scavengers can butcher a radrat with a successful **END + Survival** test with a difficulty of 1. This results in 1 portion of radrat meat.

GLOWING PLAGUED RADRAT

These radrats have absorbed far more radiation than normal, even for the Wasteland. Though appearing the same as their only slightly radiated kin, the ominous green glow that emanates from their body alerts all to their radioactive properties. They are not only polluted by this radiation but have been further mutated by it, making them formidable despite their size.

Level 8, Mutated Mammal, Normal Creature (60 XP)

BODY	MIND
8	4

MELEE	GUNS	OTHER
4	—	2

HP	INITIATIVE	DEFENSE
16	12	1

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
2 (All)	3 (All)	Immune	Immune

ATTACKS

- **BITE: BODY + Melee** (TN 12) 6 🎲 Piercing, Radioactive Physical damage

SPECIAL ABILITIES

- **IMMUNE TO RADIATION:** The glowing plagued radrat reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **GLOWING:** The glowing plagued radrat inflicts 2 🎲 Radiation damage to anyone within Reach of it at the start of each of its turns. In addition, any melee attacks it makes gain the Radioactive damage effect (included above).

INVENTORY

- **BUTCHERY:** Scavengers can butcher a dead radioactive radrat with a successful **END + Survival** test with a difficulty of 1. This results in 2 🎲 portions of radrat meat; if an effect is rolled, this also yields 1 portion of irradiated blood.

SCORCHBEAST

Sitting as the apex predator of Appalachia, the scorchbeast is death on wings. The first indicator of their presence is the sound of their colossal wings cutting and beating against the air. These scientific mistakes were created when Enclave scientists accidentally exposed irradiated bats to an experimental mutation serum, and the result was something more powerful than anyone could have expected. Though the Enclave did its best to contain the creatures, some regularly broke confinement, reaching the surface multiple times. It was only when Thomas Eckhart, in an attempt to continue the Great War, released the creatures on the unsuspecting populous to gain access to the few nuclear weapons the United States still had. Little did he know the true terror he unleashed as the Scorched Plague ravaged the country. The scorched beast is undeniably dangerous, whether by claw and fang or by the pestilence it brings.

Level 14, Mutated Mammal, Mighty Creature (204 XP)

BODY	MIND
11	6

MELEE	GUNS	OTHER
4	5	4

HP	INITIATIVE	DEFENSE
74	17	1

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
6 (All)	6 (All)	Immune	Immune

ATTACKS

- **SCREECH: BODY + Guns** (TN 16) 8 🎲 Burst, Stun, Physical damage, Fire Rate 2, Range M
- **WING STRIKE: BODY + Melee** (TN 15) 9 🎲 Breaking Vicious Physical damage
- **SHOCKWAVE: BODY + Guns** (TN 16) 10 🎲 Burst, Radioactive, Physical damage, Range C

SPECIAL ABILITIES

- **HIVE MIND:** Scorchbeasts are the originators of the Scorched Plague, as such, and can exert some influence over the rudimentary hive mind that controls all scorched. When a scorchbeast enters the scene or uses its Irradiate ability, it may spend up to 3 AP to summon 1 🎲 scorched creatures per AP spent (see Scorched template on *p.140*).
- **IRRADIATE**: When threatened, scorchbeasts will fly overhead and mist a single zone with radioactive waste. The affected zone is covered by an obscuring mist and radioactive waste (***Fallout: The Roleplaying Game Core Rulebook***, *p.39*) that inflicts 5 🎲 Radiation damage and increases the difficulty of all **PER** tests to anyone that starts its turn within the zone. The scorchbeast must land before using this ability again.

SPECIAL ABILITIES

- **FLYING:** The scorchbeast can move freely through the air. It can ignore most ground-level obstacles and difficult terrain effects, and it can move through "empty" zones above the battlefield if desired. It must spend at least one minor action each turn moving, and if it is knocked prone it falls to the ground, suffering 3 🎲 Stun Physical damage, +2 🎲 for each zone above ground level it was before it fell.
- **WEAK SPOT:** If an attacker chooses to target the scorchbeast's head, it ignores the creature's DR. This does not apply against hits which hit the head due to random chance.
- **BIG:** The scorchbeast is bigger than most characters. The creature receives an additional +1 health point per Level, but its Defense is reduced by 1, to a minimum of 1. Further, it only suffers a critical hit if an attack inflicts 7+ damage (after damage resistance) in a single hit, rather than the normal 5+.
- **BLIGHTED:** Scorchbeasts carry more than just the Scorched Plague; the myriad diseases that incubate inside these creatures make for a deadly cocktail to those unfortunate enough to encounter them. Whenever the scorchbeast hits with an attack, it may spend 2 AP to inflict a "blight" on the target. A blighted character generates one fewer AP on any successful skill tests (to a minimum of 0) for the remainder of the scene. Furthermore, a blighted character adds +1 to the difficulty of the **END + Survival** test taken at the end of the scene to avoid contracting a disease.

SPECIAL ABILITIES

- **AGGRESSIVE:** The scorchbeast is quick to action when they sense prey. When the scorchbeast enters a scene, immediately generate 1 Action Point. If the scorchbeast is an ally, this goes into the group pool. If they are an enemy, it goes into the GM's pool.

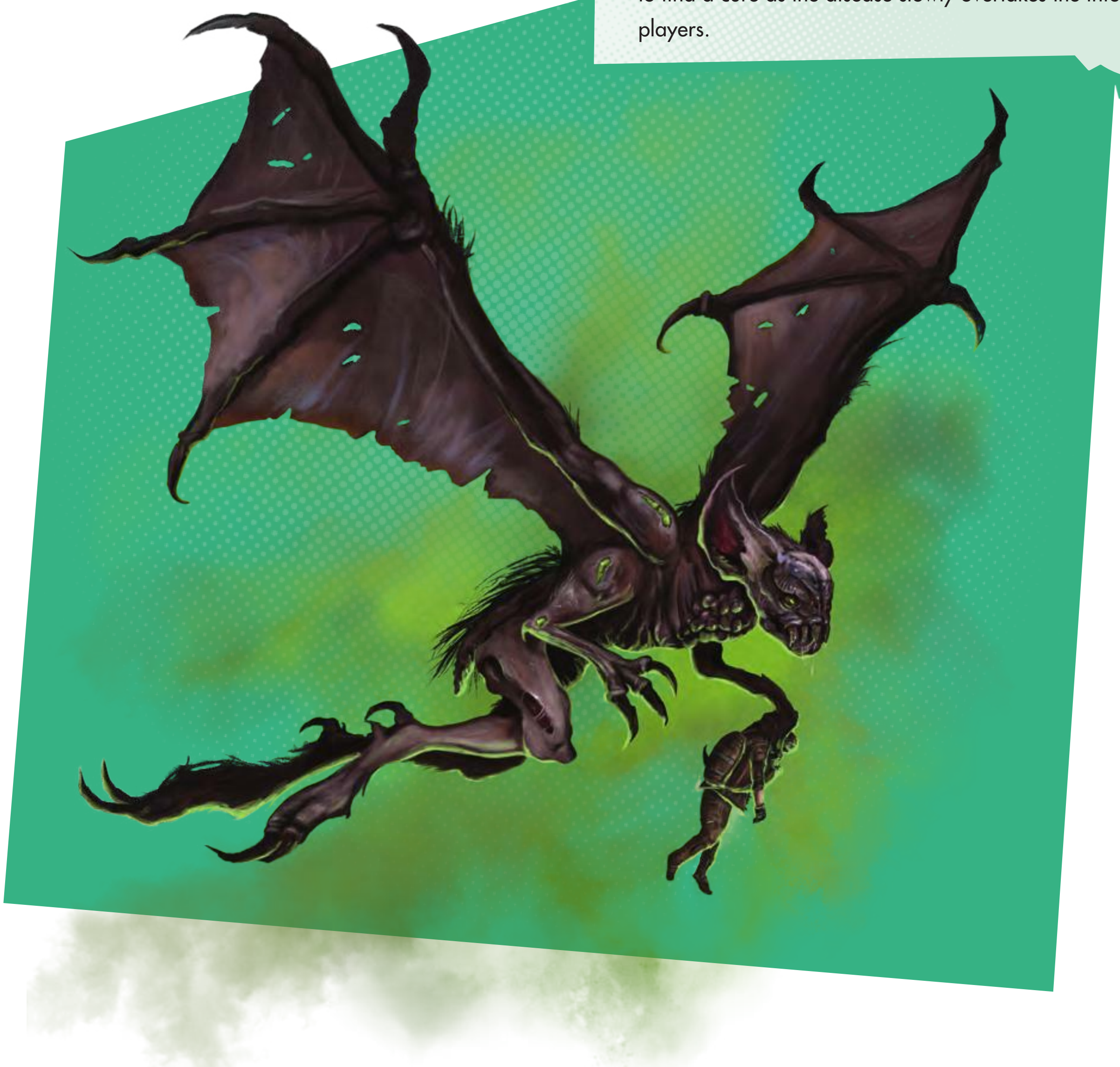
INVENTORY

- **BUTCHERY:** Scavengers can butcher a dead scorchbeast with a successful **END + Survival** test with a difficulty of 1. This results in 3 portions of scorchbeast meat; if an Effect is rolled, this also yields 1 Uncommon material per Effect.

Scorched Plague

The Scorched Plague is a deadly disease that causes the skin to peel away and petrify, the eyes and ears to bleed, and ultracite crystals slowly form from the infected body. Eventually, the afflicted lose their faculties and become part of the rudimentary hive mind that connects all scorched. If left untreated for too long, the infected's body becomes completely petrified, and they become one of the statue-like corpses that litter Appalachia. Any creature or NPC can contract the scorch plague from contact with a scorched creature or scorch beast; however, it is the GM's discretion as to whether their players are susceptible.

We encourage GMs to discuss with their players when introducing the scorch plague and possibly having PCs become infected and risk their characters becoming mindless scorched if left untreated. If the players agree, we recommend using this as a plot hook to race against the disease to find a cure as the disease slowly overtakes the infected players.



CRYPTIDS

Despite the plethora of unique and often terrifying creatures found in the wastelands, some reside in the realm of folklore and myth—at least until proven otherwise. Most cryptids existed before the Great War, with some agencies keeping records on cryptid encounters and sightings, though most considered them tales told by grandparents to scare the local children or hoaxes. While the existence of cryptids was never fully confirmed before the Great War, their influence on the pre-War culture was evident. Once the atomic bombs fell and the dust settled, cryptids appeared far more frequently, out from hiding now that humanity no longer posed a threat to them.

GRAFTON MONSTER

Huge and muscle-bound, these FEV-mutated creatures were once thought to be mythical. Originally thought to be peaceful creatures that roamed the state of West Virginia, these creatures became very real and violent due to West Tek interference. West Tek took the previously developed snallygaster strain and slightly modified it, rapidly increasing in size and producing a headless—but stable—creature. Its muscle mass shattered its containment unit, and it attempted to escape. Though it was eventually captured and sedated, its transport to a more secure facility was interrupted by the start of the Great War, allowing it to escape as the bombs fell.

Level 13, Cryptid, Normal Creature (95 XP)

BODY	MIND
9	6

MELEE	GUNS	OTHER
4	—	1

HP	INITIATIVE	DEFENSE
35	15	1

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
7 (All)	6 (All)	Immune	6 (All)

ATTACKS

- **FISTS: BODY + Melee** (TN 14), 8 🎲 Breaking Physical damage
- **STICKY TAR: BODY + Guns** (TN 9), 4 🎲 Persistent Physical damage, Blast, Throwing, Range M
- **HEAVY OBJECT: BODY + Guns** (TN 9), 4 🎲 stun Physical damage, Throwing, Range M

SPECIAL ABILITIES

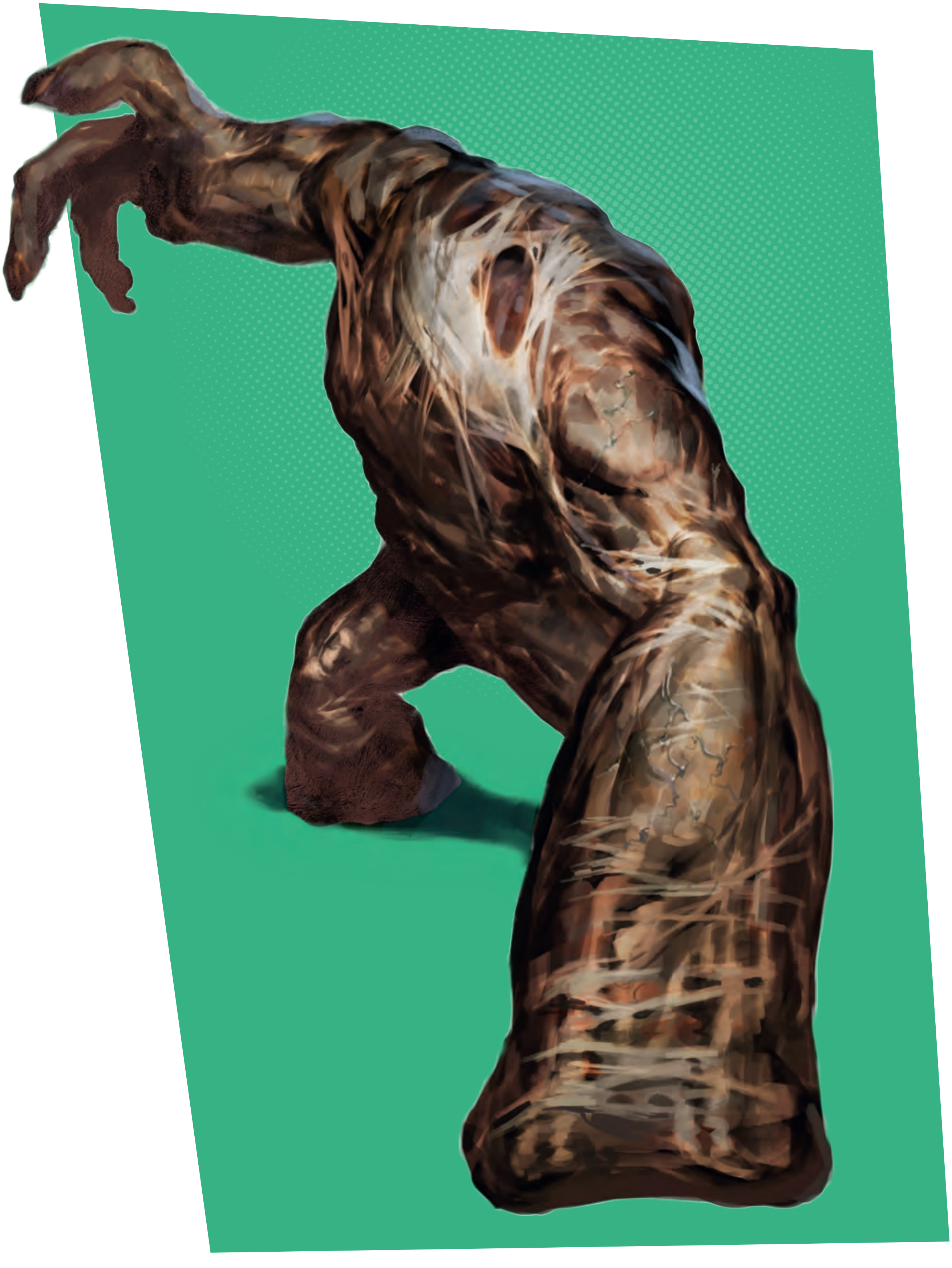
- **BIG:** The Grafton Monster is bigger than most characters. The creature receives an additional +1 health point per Level, but its Defense is reduced by 1, to a minimum of 1. Further, it only suffers a critical hit if an attack inflicts 7+ damage (after damage resistance) in a single hit, rather than the normal 5+.
- **MASSIVE STRENGTH:** The Grafton Monster is capable of lifting and throwing objects as large as a standard car.

SPECIAL ABILITIES

- **DESTRUCTIVE:** The Grafton Monster is huge and muscle-bound, able to shatter wood and metal beneath its fists easily. When the Grafton Monster attacks an inanimate object or a defensive structure, the damage increases by +3 🎲.
- **AGGRESSIVE:** The Grafton Monster is quick to action when they sense prey. When the Grafton Monster enters a scene, immediately generate 1 Action Point. If the Grafton Monster is an ally, this goes into the group pool. If they are an enemy, it goes into the GM's pool.
- **BLOW HOLES:** The Grafton Monster's head is buried beneath layers of muscle and flesh; a hit to the head location of the creature is considered to strike its blow holes instead.
- **WEAK SPOT:** If an attacker chooses to target the Grafton Monster's blowholes, it ignores the creature's DR. This does not apply against hits which hit the head due to random chance.

INVENTORY

- **BUTCHERY:** Scavengers can butcher a dead Grafton Monster with a successful **END + Survival** test with a difficulty of 1. This yields 2 🎲 Common materials; if any Effects is rolled, it also yields 1 Uncommon material per Effect.



MEGA SLOTH

These gentle giants are the descendants of sloths. Slow and calm, they spend their days eating leaves and hanging from trees sturdy enough to hold them. Their thick fur is an ecosystem all on its own, supporting an interesting variety of insects and plants. Chief amongst these are the mushrooms that sprout over its body, a fungus that has a symbiotic relationship with the sloths. It is rumored these creatures first arrived in the USA before the Great War as pets, though as war broke out they escaped before finally mutating into the creatures seen now. Despite their docile nature, they are powerful combatants able to fight head on with yao guai and come out victorious.

Level 12, Mutated Mammal, Normal Creature (88 XP)

BODY	MIND
10	4

MELEE	GUNS	OTHER
5	3	3

HP	INITIATIVE	DEFENSE
34	14	1

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
8 (All)	7 (All)	9 (All)	Immune

ATTACKS

- **CLAW: BODY + Melee** (TN 15), 6 🎲 Piercing Physical damage
- **DIRT THROW: Body + Guns** (TN 13) 3 🎲 Spread Physical damage, Throwing, Range M

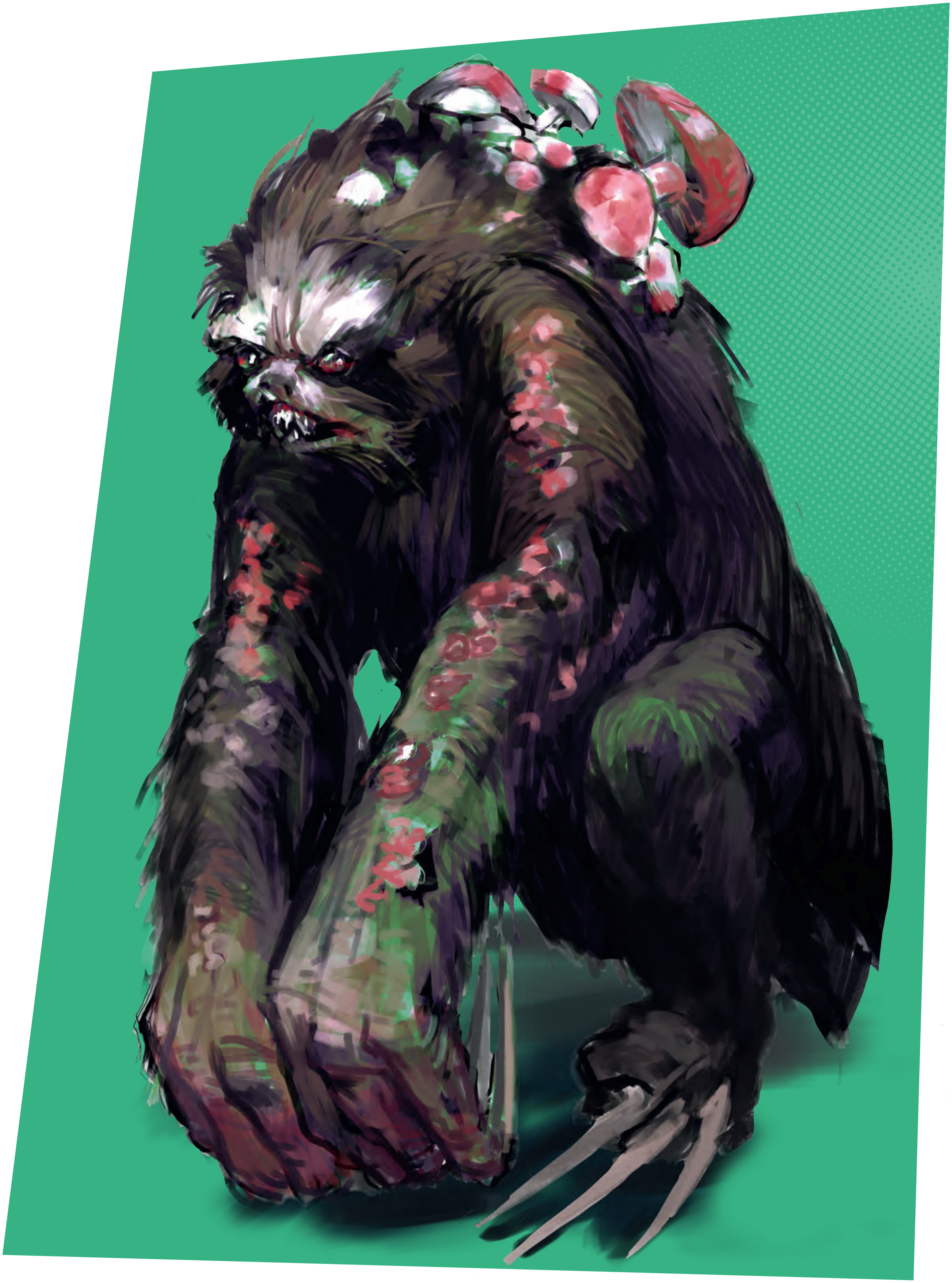
SPECIAL ABILITIES

- **SPORE CLOUD**: As a major action, the mega sloth can release a cloud of spores. This inflicts 4 🎲 Poison damage to each other creature within Range C and creates a spore cloud. The cloud occupies a zone in Close range and lasts until the mega sloth's next turn. While inside the spore cloud, the difficulty of all **PER** tests is increased by +2.
- **IMMUNE TO POISON:** The mega sloth reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- **BIG:** The mega sloth is bigger than most characters. The creature receives an additional +1 health point per Level, but its Defense is reduced by 1, to a minimum of 1. Further, it only suffers a critical hit if an attack inflicts 7+ damage (after damage resistance) in a single hit, rather than the normal 5+.

INVENTORY

- **BUTCHERY:** Scavengers can butcher a dead mega sloth with a successful **END + Survival** test with a difficulty of 1. This yields 2 🎲 mega sloth meat; If an Effect is rolled, it also yields 1 mega sloth mushroom.

> "IF ANYTHING OUT THERE'S A GOD, IT'S THE MEGASLOTH. YOU SEEN THAT THING?"
>
> – EDGAR BLACKBURN



MOTHMAN

Mothman was reportedly not only sighted but summoned before the Great War. Presently, the Followers of the Winged One and the Cult of the Enlightened vie for authority on whether the red-or fuchsia-eyed visages are the true god. These two cults can be found scattered across Appalachia, but these mothmen are not the only ones you may encounter in the wild. Others include the orange-eyed mothman who stalks and flees if approached, and the ominous green luminescence of the scorched or glowing mothman. Whatever your beliefs, it's clear that while there may once have been only one mothman, this species has spread across Appalachia and now appears to be far more than a singular entity.

MOTHMAN

The orange-eyed mothman can be seen hunting in the forests of Appalachia, without a place in the theology of either cult, and shares an eye color with mothman hatchlings. This mothman may represent the species in its natural, uninfluenced form.

Level 16, Cryptid, Mighty Creature (348 XP)

BODY	MIND
8	12

MELEE	GUNS	OTHER
4	5	4

HP	INITIATIVE	DEFENSE
60	24	1

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
7 (All)	7 (All)	5 (All)	Immune

ATTACKS

- **SONIC PULSE: MIND + Guns** (TN 17), 10 Stun Energy damage, Range M
- **CONCUSSIVE BLAST: MIND + Guns** (TN 17), 8 Blast, Stun Energy damage, Range C

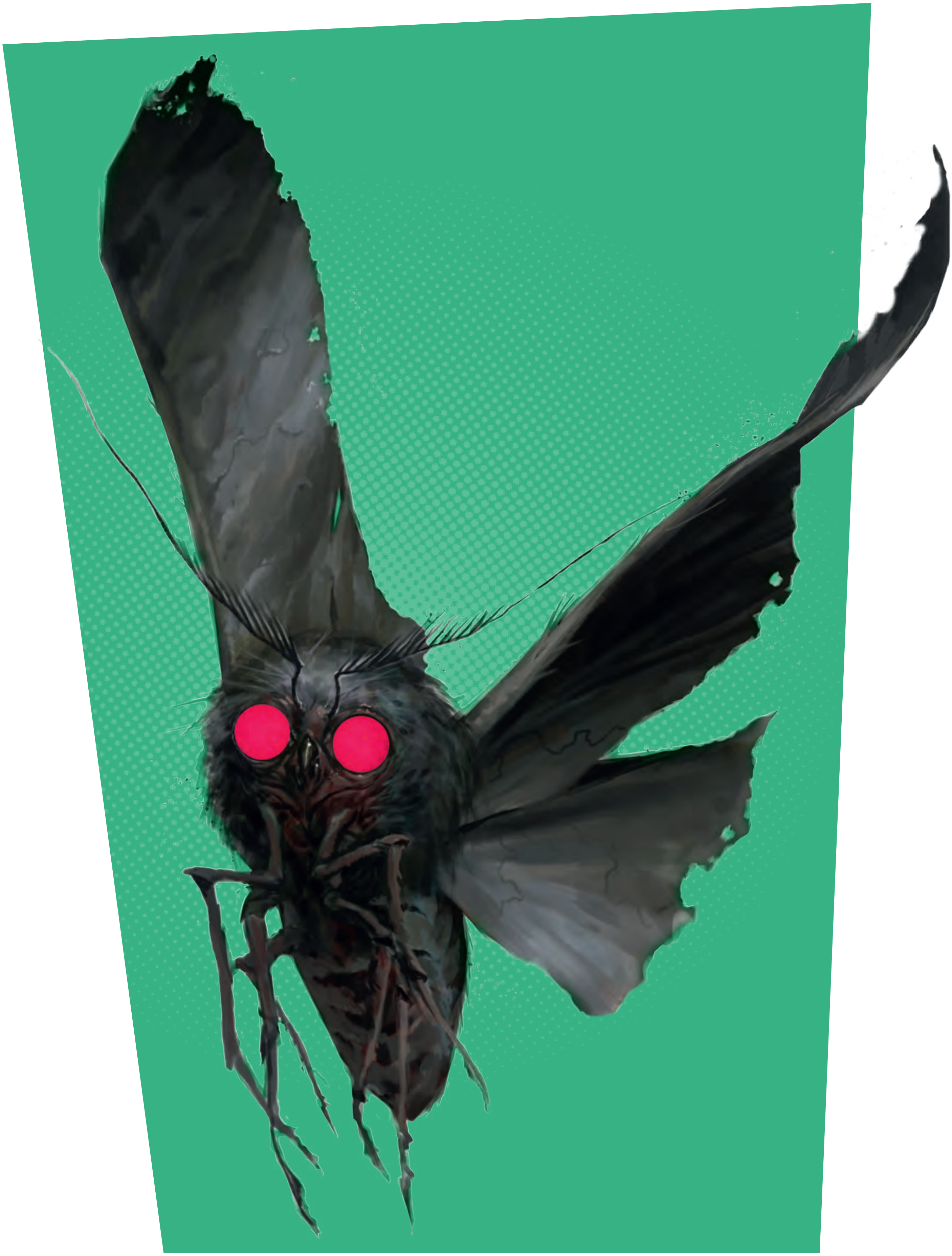
SPECIAL ABILITIES

- **ON SILENT WINGS:** The mothman can vanish into the sky if threatened, only to reappear with deadly silence behind its target. It may spend 1 AP to vanish and reappear in an adjacent zone and adds +1 to the difficulty of all attacks against it until the start of its next turn.
- **IT'S ALL IN THE EYES:** The mothman may re-roll 1d20 on **MIND** tests.
- **STALKER:** The mothman gains one automatic success on all Sneak tests (or tests to hide or move silently), and its Initiative is increased by +2. While in shadow, darkness, or some form of concealment, its Defense is increased by +1. When the mothman is reduced to half of its maximum HP, it mutates and becomes invisible as if it had activated a Stealth Boy (***Fallout: The Roleplaying Game Core Rulebook,*** *p.171*).

INVENTORY

Mothman disintegrates on death, leaving nothing but dust.

On rare occasions, a mothman may be infected by the Scorched Plague to become a scorched mothman or be exposed to enough radiation to become a glowing mothman. Should this happen, follow the instructions for applying Creature Templates on *p.142* of this book.



WISE MOTHMAN

This purple eyed visage appeared to its cult on October 22, 2077 sharing with Brother Charles a warning of floods to come tomorrow. The Cult took refuge from these floods in high places and mines but the floods that came were not the type that were expected. These floods consisted of radioactive fallout and only those in the mines survived unscathed. It is this visage which is worshiped by the Enlightened and some has speculated may be associated with the visitor.

Level 16 Cryptid Major Character (348 XP)

S	P	E	C	I	A	L
6	10	6	9	10	8	8

SKILLS			
Athletics	4	Sneak ■	5
Energy Weapons	5	Survival ■	5
Medicine ■	5	Unarmed	5
Science ■	5	*(■ Tag Skill)*	

HP	INITIATIVE	DEFENSE
38	22	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
210 lbs.	0	8

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
7 (All)	7 (All)	5 (All)	Immune

ATTACKS

- **SONIC PULSE: PER + Energy Weapons** (TN 15), 10 🎲 Stun Energy damage, Range M
- **CONCUSSIVE BLAST: PER + Energy Weapons** (TN 15), 8 🎲 Blast, Stun Energy damage, Range C

SPECIAL ABILITIES

- **ON SILENT WINGS:** The wise mothman can vanish into the sky if threatened, only to reappear with deadly silence behind its target. It may spend 1 AP to vanish and reappear in an adjacent zone and adds +1 to the difficulty of all attacks against it until the start of its next turn.
- **IT'S ALL IN THE EYES:** The wise mothman may re-roll 1d20 on **MIND** tests.
- **BLESSING OF WISDOM:** The wise mothman may bestow a shred of wisdom on its allies. As a major action, an ally may commune with the wise mothman, if they are within Close range, and may re-roll 1d20 on any test until the start of their next turn.
- **STALKER:** The wise mothman gains one automatic success on all Sneak tests (or tests to hide or move silently), and its Initiative is increased by +2. While in shadow, darkness, or some form of concealment, its Defense is increased by +1. When the wise mothman is reduced to half of its maximum HP, it mutates and becomes invisible as if it had activated a Stealth Boy (***Fallout: The Roleplaying Game Core Rulebook,*** *p.171*).

INVENTORY

Mothman disintegrates on death, leaving nothing but dust

VENGEFUL MOTHMAN

This red-eyed mothman is aggressive and openly hostile, sometimes appearing in three colorations: black, gray, or reddish bodies. Some sects of the Cult of the Mothman continue to worship these variants, though most are left to roam freely across Appalachia.

Level 16, Cryptid, Major Character (348 XP)

BODY	MIND	MELEE	GUNS	OTHER
8	12	4	5	4

HP	INITIATIVE	DEFENSE
60	24	1

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
7 (All)	7 (All)	5 (All)	Immune

ATTACKS

- **SONIC PULSE: MIND + Guns** (TN 17), 10 🎲 Stun Energy damage, Range M
- **CONCUSSIVE BLAST: MIND + Guns** (TN 17), 8 🎲 Blast Stun Energy damage, Range C

SPECIAL ABILITIES

- **ON SILENT WINGS:** The vengeful mothman can vanish into the sky if threatened, only to reappear with deadly silence behind its target. It may spend 1 AP to vanish and reappear in an adjacent zone and adds +1 to the difficulty of all attacks against it until the start of its next turn.
- **IT'S ALL IN THE EYES:** The vengeful mothman may re-roll 1d20 on **MIND** tests.
- **STALKER:** The vengeful mothman gains one automatic success on all Sneak tests (or tests to hide or move silently), and its Initiative is increased by +2. While in shadow, darkness, or some form of concealment, its Defense is increased by +1. When the vengeful mothman is reduced to half of its maximum HP, it mutates and becomes invisible as if it had activated a Stealth Boy (***Fallout: The Roleplaying Game Core Rulebook***, *p.171*).
- **AGGRESSIVE:** The vengeful mothman is quick to action when it senses prey. When the vengeful mothman enters a scene, immediately generate 1 Action Point. If the vengeful mothman is an ally, then this goes into the group pool. If it is an enemy, it goes into the GM's pool.

INVENTORY

Mothman disintegrates on death, leaving nothing but dust.

> "HOLY MOTHMAN, SHEPHERD ME TO THE LIGHT."
>
> MOTHMAN CULTIST

SHEEPSQUATCH

Deep in the mountains of Appalachia, the sheepsquatch stalks along the wooded foothills and valleys of the region. Thought to be a mere myth by most, this creature is shrouded in mystery. Though its origins start long before the Great War, some believe the creature is still out there. Though there are many reported sightings of the creature, they rarely have any concrete evidence to back up their claims.

Regardless of the horrifying stories, cryptid hunters are rarely ready to meet this creature face to face, a fate few have ever survived. However, one hunter did survive, though they swore never to speak of the experience. Hoping that others would not follow in their footsteps, they took their secret with them to the grave, though not before writing it down in their personal journal.

Level 18, Cryptid, Legendary Creature (390 XP)

BODY	MIND
12	9

MELEE	GUNS	OTHER
5	4	3

HP	INITIATIVE	DEFENSE
144	21	1

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
7 (All)	7 (All)	7 (All)	Immune

ATTACKS

- **HORNS: BODY + Melee** (TN 17), 5 Physical damage, Debilitating
- **HOOF: BODY + Melee** (TN 17), 10 Breaking Physical damage
- **SLAM: BODY + Melee** (TN 17), 6 Stun Physical damage, Blast
- **QUILLS: BODY + Guns** (TN 16), 6 Persistent Poison damage, Range M

SPECIAL ABILITIES

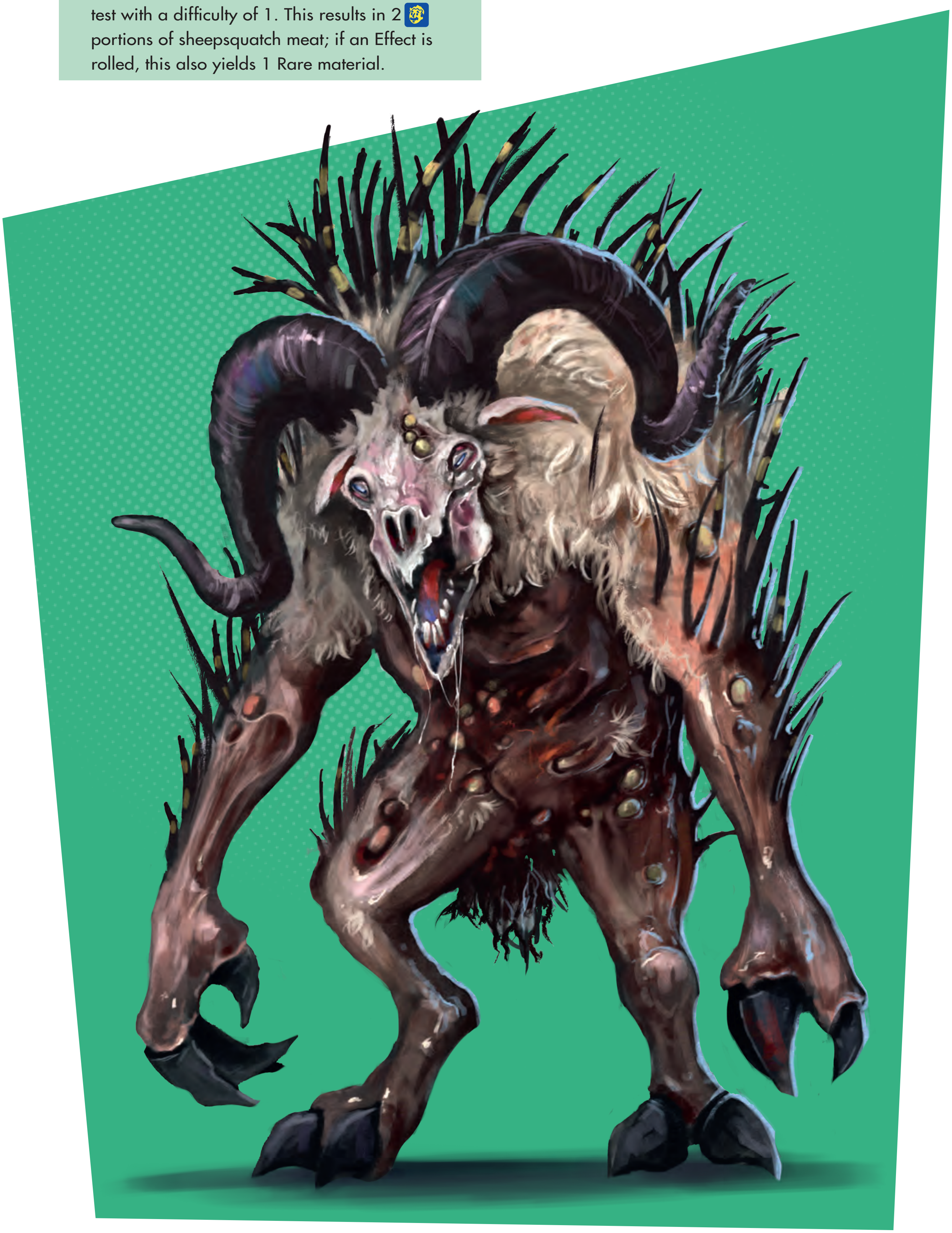
- **AGGRESSIVE:** The sheepsquatch is quick to action when it senses prey. When the sheepsquatch enters a scene, immediately generate 1 Action Point. If the sheepsquatch is an ally then this goes into the group pool. If it is an enemy, it goes into the GM's pool.
- **PATIENT PREDATOR:** The sheepsquatch is an ambush predator, it can burrow underground to hide from its prey. It takes a **PER + Survival** test with a difficulty of 4 to spot the loose earth and feel the slight tremors that reveal its hiding space. It can use a minor action to burst from the ground, and its next attack is a sneak attack if it was undetected.
- **SNEAKY:** The sheepsquatch has a TN of 15 for its Sneak tests

SPECIAL ABILITIES

- **HOWL:** As a major action, the sheepsquatch may spend 2 AP to howl. This sound can be heard for miles around and nearby raiders may come to investigate. Roll 2 , if 2 Effects are rolled, a patrol of raiders arrives at the scene in 3 rounds. They are hostile to both the sheepsquatch and the players and will attempt to kill the cryptid themselves to loot the body.
- **RAM:** As a major action, the sheepsquatch may move to any creature within Medium range and attack with its Horns. This does not count as a Move action though it follows all other movement rules.
- **QUILL SPREAD:** When the sheepsquatch hits with its Quills, if 2 Effects were rolled, the quills explode on impact. All creatures within Close range of the target suffers 3 Poison damage and on their next turn may not take the Sprint action and the Move action becomes major action for them.
- **SLASH:** Three times per combat, the sheepsquatch's Hoof attack gains the Arc damage effect.
- **BIG:** The sheepsquatch is bigger than most characters, towering over them. The creature receives an additional +1 health point per Level, but its Defense decreases by 1, to a minimum of 1. Further, it only suffers a critical hit if an attack inflicts 7+ damage (after damage resistance) in a single hit, rather than the normal 5+
- **IMMUNE TO POISON:** The sheepsquatch reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.

INVENTORY

- **Butchery:** Scavengers can butcher a dead sheepsquatch with a successful **END + Survival** test with a difficulty of 1. This results in 2 portions of sheepsquatch meat; if an Effect is rolled, this also yields 1 Rare material.



SNALLYGASTER

The first stable creature mutated with the FEV, a strange cocktail of different attributes and animal genomes these creatures were described as disturbing by their original creators. Despite this, the snallygaster was hailed as a massive success, providing invaluable insight into the workings of the FEV and giving hope to the scientists who had yet only seen failure. Though plans were made to release this specimen into the wild after it reached maturity, the Great War expedited the plan when it escaped captivity from a now-abandoned facility.

Level 11, Cryptid, Normal Creature (81 XP)

BODY	MIND
8	6

MELEE	GUNS	OTHER
4	4	3

HP	INITIATIVE	DEFENSE
19	14	1

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
7 (All)	7 (All)	Immune	Immune

ATTACKS

- **POISON SPIT: BODY + Guns** (TN 12) 5 Persistent Poison damage, Range M
- **TONGUE WHIP: BODY + Melee** (TN 12) 6 Breaking Physical damage

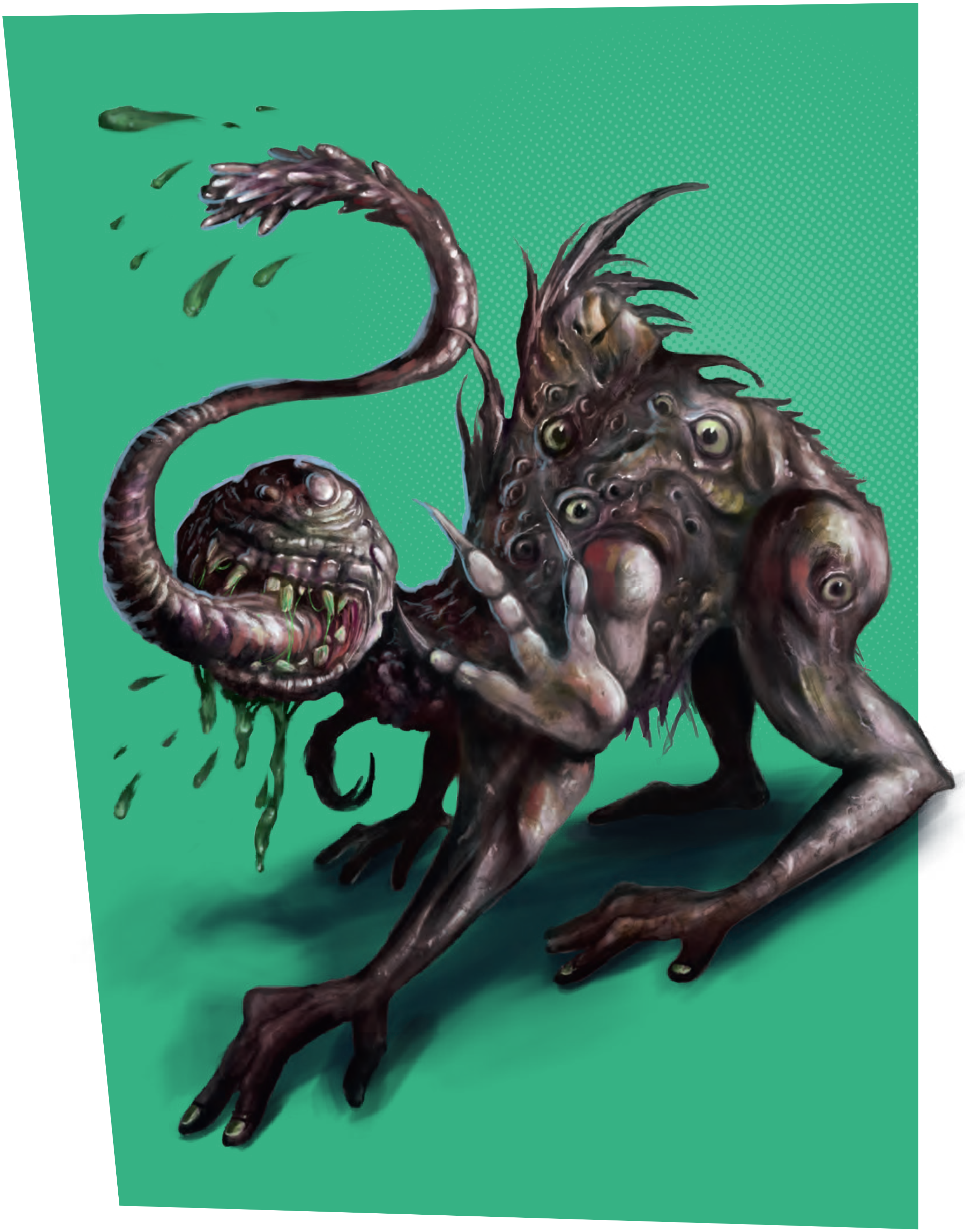
SPECIAL ABILITIES

- **AGGRESSIVE:** The snallygaster is quick to action when it senses prey. When the snallygaster enters a scene, immediately generate 1 Action Point. If the snallygaster is an ally then this goes into the group pool. If it is an enemy, it goes into the GM's pool.
- **IMMUNE TO RADIATION:** The snallygaster reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **IMMUNE TO POISON:** The snallygaster reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- **WEAK SPOT:** If an attacker chooses to target the snallygaster head, it ignores the creature's DR. This does not apply against hits which hit the head due to random chance.
- **KEEN SENSES:** One or more of the snallygasters' senses are especially keen; they can attempt to detect creatures or objects which characters normally cannot, and they reduce the difficulty of all other **PER** tests by 1 (to a minimum of 0).

INVENTORY

- **BUTCHERY:** Scavengers can butcher a dead snallygaster with a successful **END + Survival** test with a difficulty of 1. This results in 2 portions of snallygaster innards if an effect is rolled this also yields 1 acid concentrate (***Settler's Guide Book**: Chapter 4, p.89*)

> "WELL, THEN I SAW A SHADOWY, TWISTED FIGURE JUST BEYOND THE FOREST EDGE. THERE WAS AN UNMISTAKABLE ODOR AS A THICK, PUNGENT STENCH FILLED MY NOSTRILS."
>
> WANDERING STORYTELLER



WENDIGO

Long before the Great War, people told tales of the wendigo around fires and bedsides. A malevolent spirit of hunger and greed. A being that would turn those whose hearts were filled with greed into cannibalistic murderers. These were thought of as nothing but old wives' tales at the time, something to scare the children in line or to light-heartedly explain awful goings on. But now, after the Great War, the wendigo no longer sounds quite far-fetched.

Violent and hungry, these creatures roam the wastelands amongst packs of lower ghouls through a strange bond. Little is known of their origin, though some have been traced back to pre-war humans connected by only one thing: murder and cannibalism. Whether there is weight to the old tales or merely coincidence, it's impossible to say, but regardless, they stand as a reminder to never get too greedy.

Level 9, Cryptid, Mighty Creature (134 XP)

BODY	MIND
11	4

MELEE	GUNS	OTHER
5	4	—

HP	INITIATIVE	DEFENSE
40	15	1

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
5 (All)	6 (All)	Immune	Immune

ATTACKS

- **SCREAM: BODY + Guns** (TN 15), 6 Burst, Stun Energy damage, Range M
- **CLAWS: BODY + Melee** (TN 16), 5 Arc Physical damage

SPECIAL ABILITIES

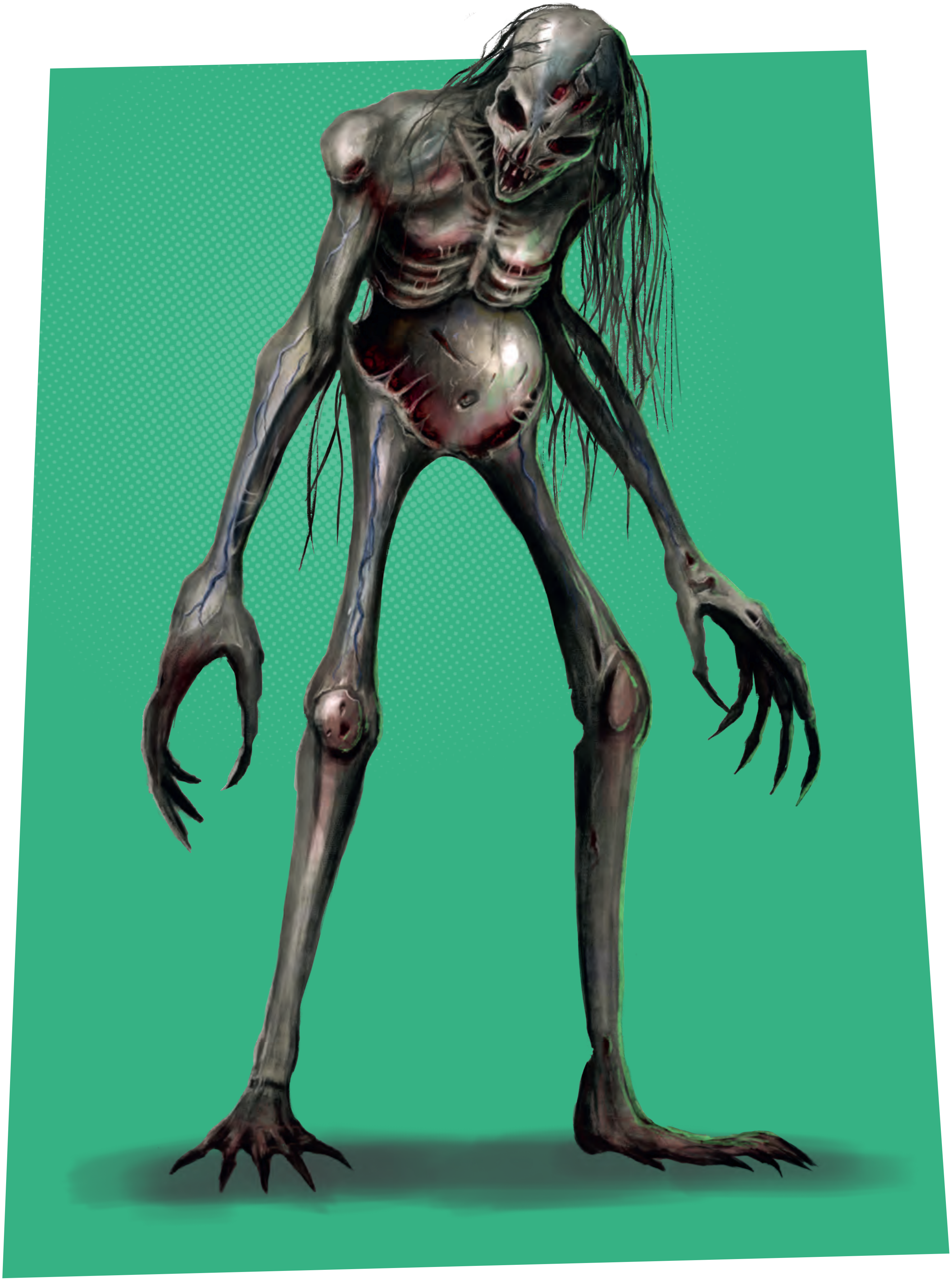
- **AGGRESSIVE:** The wendigo is quick to action when it senses prey. When the wendigo enters a scene, immediately generate 1 Action Point. If the wendigo is an ally, then this goes into the group pool. If it is an enemy, it goes into the GM's pool.
- **GHOUL:** The wendigo is healed by radiation. It regains 1HP for every 3 points of Radiation damage inflicted upon it.
- **IMMUNE TO RADIATION:** The wendigo reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **IMMUNE TO POISON:** The wendigo reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.

SPECIAL ABILITIES

- **PIERCING SCREAM:** The wendigo's Scream can be heard for miles around, echoing over the Wastelands. **PER** tests that rely on hearing increase in difficulty by +3 (to a maximum of 5) for any creature struck by the wendigo's scream suffers until the end of the scene.
- **RALLYING CRY:** When the wendigo uses its Scream for the first time in a scene, all ghouls within Long range may take an additional minor action on their next turn
- **CANNIBAL:** If undisturbed, a wendigo will attempt to consume its prey as a major action. It inflicts an immediate injury on a dying humanoid character within Reach and the character must immediately make an **END + Survival** test to avoid. A wendigo will not do this ability if it has been attacked this turn or if there is an enemy within Close range.

INVENTORY

2 Uncommon materials can be found on the wendigo's body which can be salvaged as normal



MUTATED HUMANOIDS

Out in the wastelands, mutated humans exposed to pathogens, pollutants, or diseases can turn into terrifying and sometimes deformed abominations—often times the stuff of nightmares.

FERAL GHOUL ROAMER

These ghouls wear the tattered remains of a US National Guard uniform. Though these scraps give them some more protection than your average ghoul, they are physically no stronger than their brethren. Often found roaming in packs through abandoned military outposts these groups of ghouls can pose quite the threat to an unprepared scavenger.

Level 5, Mutated Human, Normal Creature (38 XP)

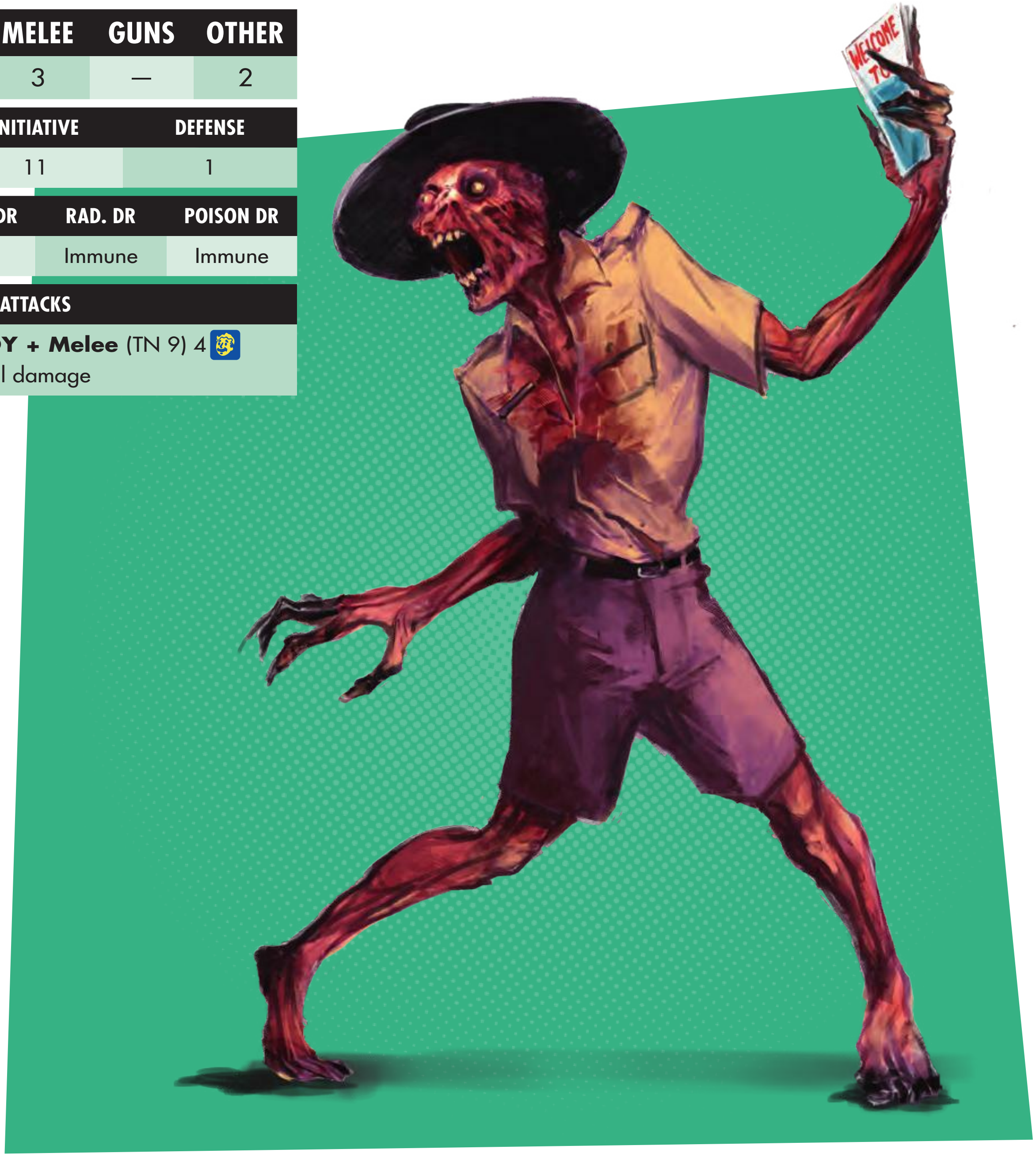
BODY	MIND
6	5

MELEE	GUNS	OTHER
3	—	2

HP	INITIATIVE	DEFENSE
11	11	1

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
1 (All)	1 (All)	Immune	Immune

ATTACKS
■ **UNARMED: BODY + Melee** (TN 9) 4 Radioactive Physical damage



SPECIAL ABILITIES

- **IMMUNE TO RADIATION:** The feral ghoul roamer reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **IMMUNE TO POISON:** The feral ghoul roamer reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- **FERAL:** The feral ghoul roamer is unintelligent, driven purely by feral instinct. Feral NPCs cannot be persuaded or influenced by Speech tests. Feral NPCs will move towards and attack the nearest enemy. If they cannot detect an enemy, they move towards the nearest source of bright light or loud noise. Failing that, they move around randomly or simply lie down and do nothing.

SPECIAL ABILITIES

- **GHOUL:** All ghouls are healed by radiation. It regains 1 HP for every 3 points of Radiation damage inflicted upon it.
- **PLAY DEAD:** A feral ghoul roamer which is prone and not moving is difficult to tell apart from a corpse. It takes a **PER + Survival** test, difficulty 2, to spot a ghoul which is currently 'playing dead'. They often use this to ambush unsuspecting passers-by.

INVENTORY

2 junk items can be found on a dead feral ghoul roamer's body, which can be salvaged as normal

FERAL GHOUL STALKER

Wearing the same tattered rags as all feral ghouls, the stalkers can be identified by their bloodied mouths, a testament to their mastery of ambush hunting. These cunning ghouls have retained a bestial intelligence making them more deadly than most other ferals, barring glowing ones. They are often surrounded by a small pack of feral ghouls which they lead but can also be encountered in the company of glowing ones.

Level 8, Mutated Human, Normal Creature (60 XP)

BODY	MIND
6	6

MELEE	GUNS	OTHER
3	—	2

HP	INITIATIVE	DEFENSE
14	12	1

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
2 (All)	3 (All)	Immune	Immune

ATTACKS

- **UNARMED: BODY + Melee** (TN 9) 5 Radioactive Physical damage

SPECIAL ABILITIES

- **IMMUNE TO RADIATION:** The feral ghoul stalker reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **IMMUNE TO POISON:** The feral ghoul stalker reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.

SPECIAL ABILITIES

- **FERAL:** The feral ghoul stalker is unintelligent, driven purely by feral instinct. Feral NPCs cannot be persuaded or influenced by Speech tests. Feral NPCs will move towards and attack the nearest enemy. If they cannot detect an enemy, they move towards the nearest source of bright light or loud noise. Failing that, they move around randomly or simply lie down and do nothing.
- **GHOUL:** All ghouls are healed by radiation. It regains 1 HP for every 3 points of Radiation damage inflicted upon it.
- **PLAY DEAD:** A feral ghoul stalker which is prone and not moving is difficult to tell apart from a corpse. It takes a **PER + Survival** test, difficulty 2, to spot a ghoul which is currently 'playing dead'. They often use this to ambush unsuspecting passers-by.

INVENTORY

- **SCAVENGING:** 2 junk items can be found on a dead feral ghoul stalker's body, which can be salvaged as normal

SCORCHED WANDERER

Whoever they were before the Scorched Plague doesn't matter. Their skin burned, and their mind rotted. The scorched wanderer is now no more than a puppet, molded and moved by the scorched hive mine. Sometimes their minds cling to an echo of who they once were, semi-lucid and aware but helpless against the scored beast' will. They fight anything not infected by the plague—before the days of immunity—would spread it far and wide. Of all the scorched, humans may be the most dangerous, for however much their minds degrade, many can still talk, shoot, and open doors.

Level 4, Mutated Human, Normal Creature (31 XP)

BODY	MIND	MELEE	GUNS	OTHER
7	3	3	2	2

HP	INITIATIVE	DEFENSE
11	10	1

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
1 (All)	1 (All)	Immune	Immune

ATTACKS

- **UNARMED: BODY + Melee** (TN 10), 3 ☻ Radioactive Physical damage
- **PUMP-ACTION SHOTGUN: BODY + Guns** (TN 9), 5 ☻ Spread Physical damage, Fire Rate 1, Range C, Inaccurate, Two-Handed

SPECIAL ABILITIES

- **IMMUNE TO RADIATION:** The scorched wanderer reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **IMMUNE TO POISON:** The scorched wanderer reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- **SCORCHED:** The scorched wanderer is barely intelligent, driven by instinct and aggression against the uninfected. Scorched creatures cannot be persuaded or influenced by Speech tests. Scorched creatures move towards and attack the nearest enemy, and due to their hive mind, when one Scorched becomes aware of prey, all Scorched within Long range will be alerted and move to attack. If they cannot detect an enemy, they move towards the nearest source of bright light or loud noise. Failing that, they will move around randomly or simply stand perfectly still and slowly petrify.

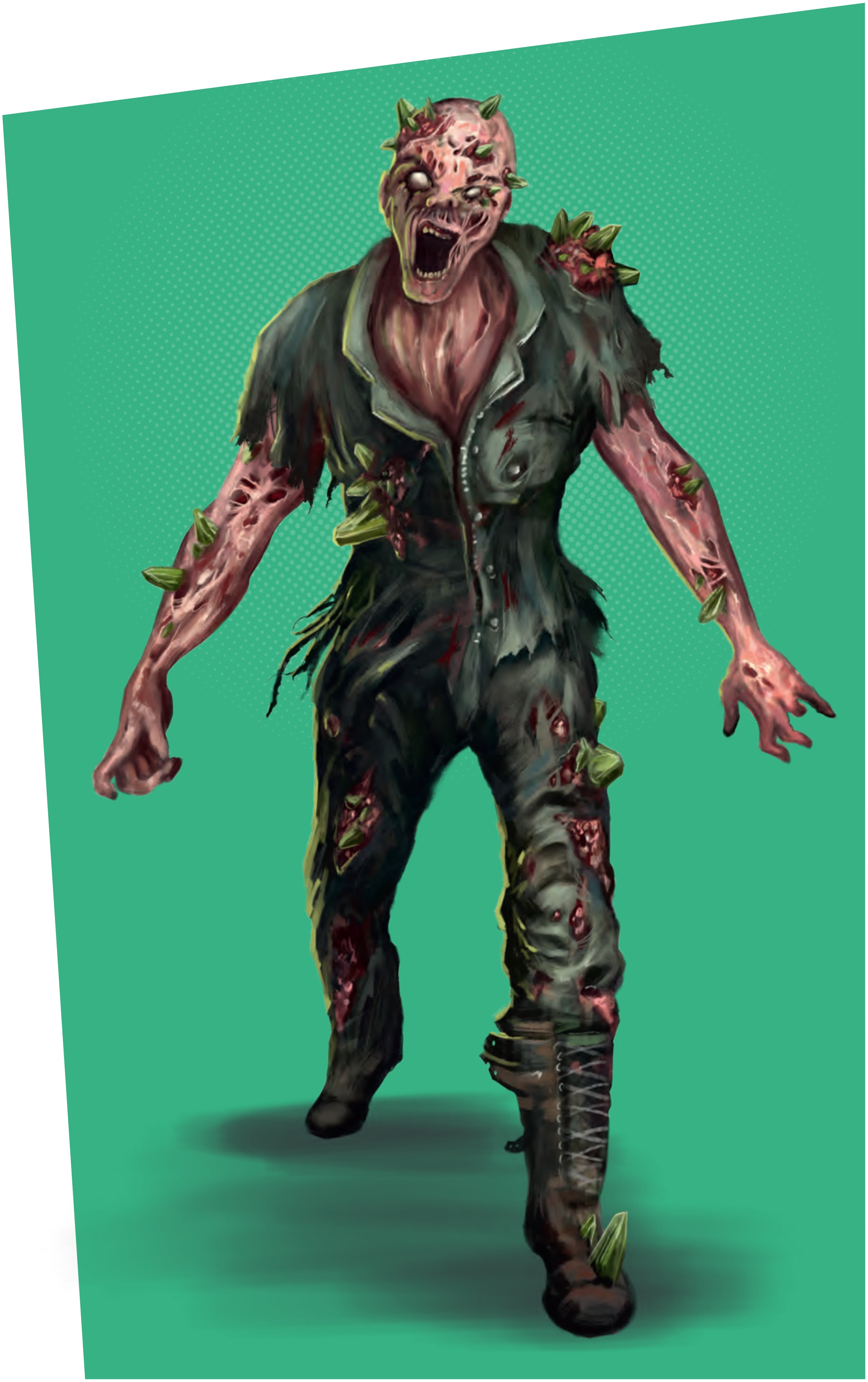
SPECIAL ABILITIES

- **PETRIFIED:** A scorched wanderer which is not moving is difficult to tell apart from a petrified corpse. It takes a **PER + Survival** test, difficulty 2, to spot a scorched wanderer which is currently not moving. Unlike ghouls, scorched do not use this ability to hunt and as soon as they become aware of anything moving nearby will move to investigate.

INVENTORY

Pump action Shotgun, Shotgun Shells 3 + 6 ☻

- **SCAVENGING:** Scorched remains are mildly radioactive. Roll 1 ☻ when scavenging from a Scorched creature's body; on an Effect, the scavenger suffers 1 Radiation damage. 2 ☻ junk items can be found on a dead scorched wanderer's body, which can be salvaged as normal.



SCORCHED BERSERKER

Whether in life or infection, these scorched have a propensity for axes, carrying one by their side at all times. A slow and cumbersome weapon designed more for splitting logs than skulls, its slow swings deal substantial damage on contact. Though their weapons may need some restoration and a wipe down, any scavenger looking to get into lumberjacking should count themselves lucky.

Level 7, Mutated Human, Normal Creature (52XP)

BODY	MIND
8	4

MELEE	GUNS	OTHER
4	—	2

HP	INITIATIVE	DEFENSE
15	12	1

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
3 (All)	2 (All)	Immune	Immune

ATTACKS

- **MULTI-PURPOSE AXE: BODY + Melee** (TN 12), 5 🎲 Physical damage, Two-Handed

SPECIAL ABILITIES

- **IMMUNE TO RADIATION:** The scorched berserker reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **IMMUNE TO POISON:** The scorched berserker reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- **SCORCHED:** The scorched berserker is barely intelligent, driven by instinct and aggression against the uninfected. Scorched creatures cannot be persuaded or influenced by Speech tests. Scorched creatures move towards and attack the nearest enemy, and due to their hive mind, when one Scorched becomes aware of prey, all Scorched within Long range will be alerted and move to attack. If they cannot detect an enemy, they move towards the nearest source of bright light or loud noise. Failing that, they will move around randomly or simply stand perfectly still and slowly petrify.

SPECIAL ABILITIES

- **PETRIFIED:** A scorched berserker which is not moving is difficult to tell apart from a petrified corpse.It takes a **PER + Survival** test, difficulty 2, to spot a scorched berserker which is currently not moving. Unlike ghouls, scorched do not use this ability to hunt and as soon as they become aware of anything moving nearby will move to investigate.

INVENTORY

- **SCAVENGING:** Scorched remains are mildly radioactive. Roll 1 🎲 when scavenging from a Scorched creature's body; on an Effect, the scavenger suffers 1 Radiation damage. 2 🎲 junk items can be found on a dead scorched berserker's body, and a Multi-Purpose Axe, which can be salvaged as normal.

TROG FLEDGLING

These younger trogs are smaller and weaker than those fully grown. Though their mind has long since departed, their body remains stronger than a normal human's. Their constant exposure to the unique mix of radiation and industrial toxins in and around Pittsburgh will surely further their mutation in years to come. When alone, they are easily disposed of; however, when found in larger groups, they can overwhelm their prey with a wave of flesh and bile.

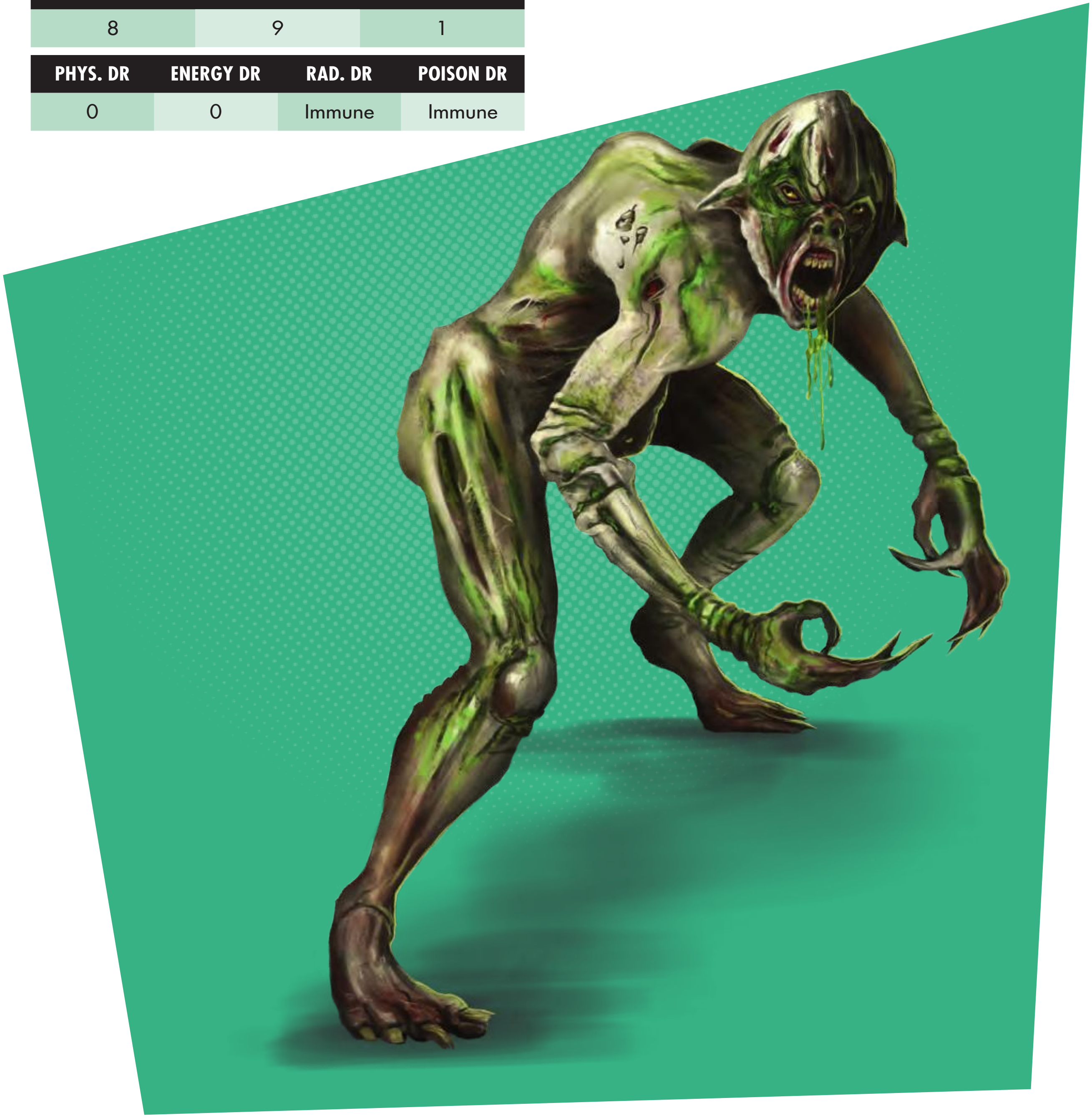
Level 2, Mutated Human, Normal Creature (17XP)

BODY	MIND
5	4

MELEE	GUNS	OTHER
3	—	2

HP	INITIATIVE	DEFENSE
8	9	1

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
0	0	Immune	Immune



ATTACKS

- **BITE: BODY + Melee** (TN 8), 3 🎲 Physical damage

SPECIAL ABILITIES

- **IMMUNE TO RADIATION:** The trog fledgling reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **IMMUNE TO POISON:** The trog fledgling reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.

SPECIAL ABILITIES

- **FERAL:** The trog fledgling is driven purely by feral instinct. Feral NPCs cannot be persuaded or influenced by Speech tests. Feral NPCs will move towards and attack the nearest enemy. If they cannot detect an enemy, they move towards the nearest source of bright light or loud noise. Failing that, they move around randomly or simply lie down and do nothing.

INVENTORY

1 🎲 junk items can be found on a trog fledglings body, which can be salvaged as normal

TROG DEVOURER

Having survived and adapted to the harsh conditions of the pits, these trogs are stronger and more resilient than the rest of their kind. Capable of partial, though often incoherent speech, some hope these trogs kept a fraction of their humanity. When threatened, these troggs can let out a howl to disorient attackers, giving them a moment to strike or slip away.

Level 7, Mutated Human, Normal Creature (52 XP)

BODY	MIND
9	3

MELEE	GUNS	OTHER
4	—	3

HP	INITIATIVE	DEFENSE
16	12	1

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
3 (All)	2 (All)	Immune	Immune

ATTACKS

- **BITE: BODY + Melee** (TN 13), 6 🎲 Vicious Physical damage

SPECIAL ABILITIES

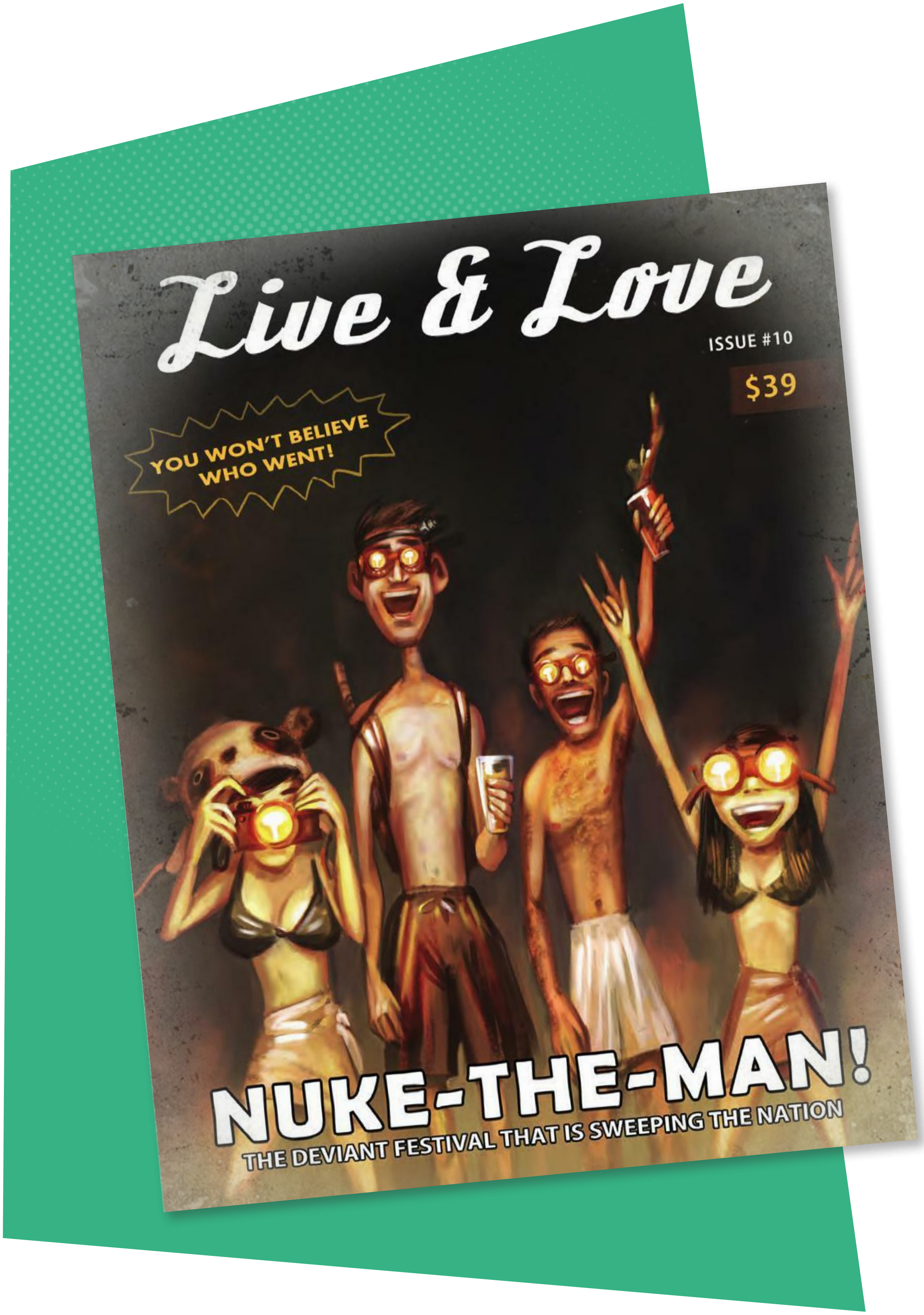
- **IMMUNE TO RADIATION:** The trog devourer reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **IMMUNE TO POISON:** The trog devourer reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.

SPECIAL ABILITIES

- **FERAL:** The trog devourer is driven purely by feral instinct. Feral NPCs cannot be persuaded or influenced by Speech tests. Feral NPCs will move towards and attack the nearest enemy. If they cannot detect an enemy, they move towards the nearest source of bright light or loud noise. Failing that, they move around randomly or simply lie down and do nothing.
- **DISORIENTING HOWL:** Once per round, the trog devourer may spend 1 AP and use a major action to have the trog devourer perform a disorienting howl. This alerts all trogs within Long range. These trogs rush towards the area to begin their feast. Any non-trogs within Close range increase the difficulty of **PER** tests by 1 for the rest of the scene.

INVENTORY

3 🎲 junk items can be found on a dead trog devourers body, which can be salvaged as normal


Live & Love
ISSUE #10
$39
YOU WON'T BELIEVE WHO WENT!
NUKE-THE-MAN!
THE DEVIANT FESTIVAL THAT IS SWEEPING THE NATION

ROBOTS

The Wastelands are littered with inoperable or deactivated robots waiting to be discovered by the curious or fanatical, from robotic soldiers for the military to loyal companions for long-dead owners.

COLONEL GUTSY

General Atomics International produced a stronger version of the Mister Gutsy model of robots designed for military use. Its Colonel ranking distinguishes it from the rest of the Mister Gutsy line, such as its military software and independent functionality. Like the rest of its line, this robot was rushed out of the door at General Atomics to fulfill their deadline to the army, leading Colonel Gutsy to fight with extreme prejudice against any unauthorized military personnel. This is not true for all Colonel Gutsy units; however, as their flagship military model, some were developed further and continue to serve their initial objectives during the Great War: roaming the wastes and looking for enemy combatants to gun down.

Level 13, Robot, Notable Character (190 XP)

S	P	E	C	I	A	L
8	10	7	5	7	8	4

SKILLS			
Big Guns ■	4	Repair	2
Energy Weapons ■	5	Small Guns	4
Explosives	4	Speech	2
Melee Weapons ■	4	Unarmed	2
			(■ Tag Skill)

HP	INITIATIVE	DEFENSE
24	20	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
230 lbs	2	2

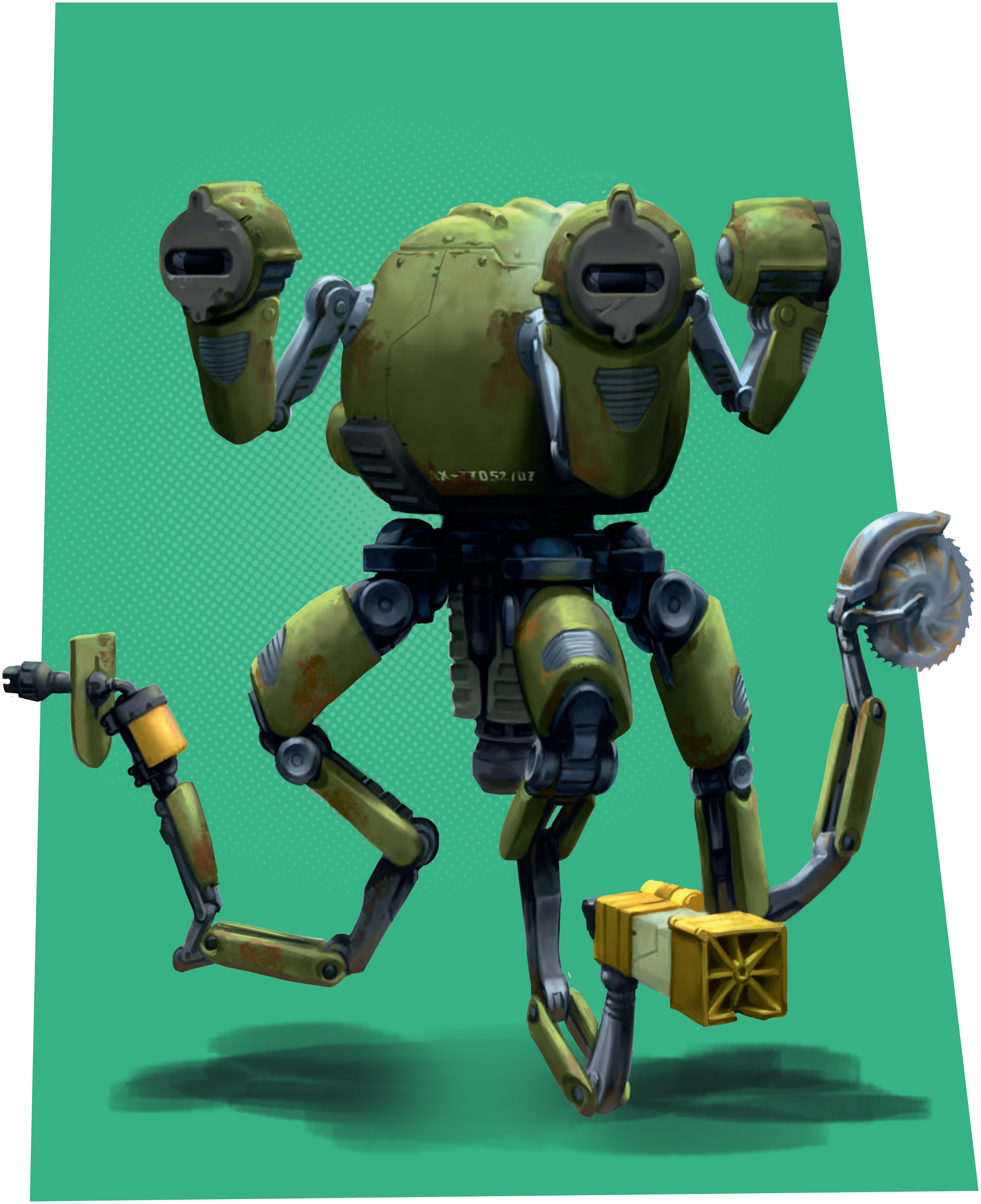
PHYS. DR	ENERGY DR	RAD. DR	POISON DR
2 (All)	2 (All)	Immune	Immune

ATTACKS

- **BUZZSAW: STR + Melee** (TN 12), 7 🎲 Piercing Physical damage
- **AGITATED TARGETING LASER GUN: PER + Energy weapon** (TN 15), 6 🎲 Vicious, Piercing Energy damage, Range C, Fire Rate 3, Close quarters
- **COMPRESSED FLAMER: END + Big Guns** (TN 11), 4 🎲 Persistent Energy damage, Fire Rate 1, Range C

SPECIAL ABILITIES

- **IMMUNE TO RADIATION:** Colonel Gutsy reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **IMMUNE TO POISON:** The Colonel Gutsy reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- **IMMUNE TO DISEASE:** The Colonel Gutsy is immune to the effects of all diseases, and they will never suffer the symptoms of any disease.
- **ROBOT:** The Colonel Gutsy is a robot. They are immune to the effects of starvation, thirst, and suffocation. They are also immune to Poison and Radiation damage. However, machines cannot use food and drink or other consumables, they do not heal naturally, and the Medicine skill cannot be used to heal them: damage to them must be repaired (***Fallout: The Roleplaying Game Core Rulebook,*** *p.34*).
- **MISTER HANDY:** The Colonel Gutsy has 360° vision, and improved sensory systems that can detect smells, chemicals, and radiation, reducing the difficulty of **PER** tests that rely on sight and smell by 1. It moves through jet propulsion, hovering above the ground, unaffected by difficult terrain or obstacles.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SPECIAL ABILITIES

- **MISTER GUTSY:** These robots are built for warfare. Attacks from a Colonel Gutsy gain 1 🎲 damage and have Mister Gutsy Plating as standard armor. Additionally, if a character attempts a speech test to question, reason with or give the Colonel Gutsy orders the difficulty of the test increases by 2 if the character is not in military uniform.
- **LET RIP:** Once per combat, Colonel Gutsy may 'let rip' with a volley from its Laser Gun or its Flamer. This adds the weapon's Fire Rate of 3 for the Laser Gun or Fire Rate of 1 for the Flamer to the weapon's damage for a single attack (for 9 🎲 total for the Laser Gun or 5 🎲 total for the Flamer).

INVENTORY

- **SALVAGE:** Scavengers can salvage from a destroyed Colonel Gutsy with a successful **INT + Science** test with a difficulty of 1. This yields 4 🎲 Fusion cells, +1 🎲 for eatch AP spent, and each Effect rolled yields 1 Uncommon material.

CYBERDOG

Cyperdogs, or cyber hounds, are mechanically and technologically modified dogs. Though rare, each cyberdog is a unique work of engineering, as its design must accommodate different breeds and biologies. These modifications transform the dog physically, making it faster, stronger, and smarter while retaining its personality—remaining a loyal companion and friend. Due to the extreme challenges of creating a cyberdog, only technologically advanced organizations like the Enclave or Big MT had the resources to achieve this feat.

Fortunately, once created, a cyberdog lives almost indefinitely with the proper maintenance and upkeep. For as long as the majority of its body remains intact, it can be restored.

Level 5, Robotic Mammal, Normal Creature (38 XP)

BODY	MIND
6	5

MELEE	GUNS	OTHER
3	3	3

HP	INITIATIVE	DEFENSE
11	11	1

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
1	1	1	Immune

ATTACKS

- **BITE: BODY + Melee** (TN 9) 5 🎲 Physical damage
- **SONIC BARK: BODY + Guns** (TN 9) 3 🎲 Burst Energy damage, Range M

SPECIAL ABILITIES

- **KEEN SENSES:** One or more of the cyberdog's senses are especially keen; they can attempt to detect creatures or objects which characters normally cannot, and they reduce the difficulty of all other **PER** tests by 1 (to a minimum of 0).

SPECIAL ABILITIES

- **IMMUNE TO POISON:** The cyberdog reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- **IMMUNE TO DISEASE:** The cyberdog is immune to the effects of all diseases, and they will never suffer the symptoms of any disease.
- **AUTO-REPAIR SYSTEM:** The cyberdog is fitted with an auto repair system. Once per combat as a major action, the cyberdog can regain 2 🎲 health points.

INVENTORY

- **SALVAGE:** Scavengers can salvage from a destroyed cyberdog with a successful INT + Science test with a difficulty of 1. This yields 4 🎲 fusion cells, +1 🎲 for each AP spent, and each Effect rolled yields 1 Uncommon material.

LIBERATOR

Initially developed by the People's Liberation Army, these small robots were deployed behind enemy lines as infiltration devices in swarms. Despite their initial premise, these robots became a joke amongst American soldiers due to their poor design and sloppy execution. That was until the Fujiniya Intelligence Base became involved and improved the design from within the U.S. itself. These new bots (designated Mark 0–V) sported a variety of improvements, from propaganda-disseminating speakers to upgraded weapons systems. These bots were now a force to be reckoned with and no longer accidentally self-destructed due to incorrectly determining its capture.

The PLA quickly accepted this new design, but before the units could be rolled out, the Great War broke out, stifling any plans for deployment. If it weren't for the Enclave seizing the covert Fujiniya Intelligence Base, it is likely wastelanders would never have seen these bots.

Level 1, Robot, Normal Creature (10 XP)

BODY	MIND
5	4

MELEE	GUNS	OTHER
2	2	1

HP	INITIATIVE	DEFENSE
6	9	2

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
1 (All)	1 (All)	Immune	Immune

ATTACKS

- **LASER: BODY + Guns** (TN 7) 4 🎲 Energy damage, Range C
- **BLADES: BODY + Melee** (TN 7) 4 🎲 Physical damage

SPECIAL ABILITIES

- **IMMUNE TO RADIATION:** The liberator reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **IMMUNE TO POISON:** The liberator reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- **IMMUNE TO DISEASE:** The liberator is immune to the effects of all diseases, and they will never suffer the symptoms of any disease.
- **ROBOT:** The liberator is a robot. They are immune to the effects of starvation, thirst, and suffocation. They are also immune to Poison and Radiation damage. However, machines cannot use food and drink or other consumables, they do not heal naturally, and the Medicine skill cannot be used to heal them: damage to them must be repaired (***Fallout: The Roleplaying Game Core Rulebook***, *p.34*).

SPECIAL ABILITIES

- **RECORDED MESSAGE:** The liberator is loaded with a number of propaganda messages which are played out of internal speakers to those around it. These messages can be heard from Long range.
- **LITTLE:** The liberator is smaller than most characters. The creature's normal HP is reduced to its Body + ½ its level (rounded up), but its Defense is increased by 1. Further, it is slain by any hit that inflicts an injury.

INVENTORY

- **SALVAGE:** Scavengers can salvage from a destroyed Liberator with a successful **INT + Science** test with a difficulty of 1. This yields 2 🎲 Common materials, and each Effect rolled yields one Uncommon material.

SUPER MUTANTS

Variant strains of the Forced Evolutionary Virus have been found throughout the Wasteland, its use and purpose has been harnessed by various organizations and individuals for their own nefarious agendas. The Master from the West Coast sought to create a race of super mutants and reform humanity such as the Nightkin, while others such as the Enclave sought to utilize the virus to wipe out humanity instead.

NIGHTKIN

The Nightkin were the ultimate creation of the Master. The perfection of his experimentations: super mutants that retained, or in some cases increased, their intelligence while being as strong as their less intelligent counterparts. Once serving as elites within the Master's army, these super mutants can be found wandering the Wasteland, alone or in groups, searching for Stealth Boys to settle their addiction. This addiction has led to permanent blue-gray discoloration of their skin and chemical-neurological changes in their brains.

Level 9, Mutated Human, Normal Character (67 XP)

S	P	E	C	I	A	L
8	7	5	4	5	7	4

SKILLS			
Athletics	2	Sneak ■	5
Melee Weapons ■	4	Unarmed	3
Small Guns	4		*(■ Tag Skill)*

HP	INITIATIVE	DEFENSE
14	14	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
230 lbs	+1	-

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
2 (head, arms, legs); 4 (torso)	2 (head, arms, legs); 4 (torso)	Immune	Immune

ATTACKS

- **BUMPER SWORD: STR + Melee Weapons** (TN 12), 7 🎲 Piercing Physical damage, Recoil (7), Two-Handed
- **LIGHT MACHINE GUN: AGI + Small Guns** (TN 11), 5 🎲 Burst Physical damage, Fire Rate 4, Inaccurate, Recoil (8), Two-Handed

SPECIAL ABILITIES

- **IMMUNE TO RADIATION:** The Nightkin reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **IMMUNE TO POISON:** The Nightkin reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- **BARBARIAN:** +2 to Physical and Energy damage resistance (included).
- **STEALTH BOY:** Nightkin are addicted to Stealth Boys. They may spend 2 AP to activate a Stealth Boy (***Fallout: The Roleplaying Game Core Rulebook**, p.171*) and become invisible for 3 rounds. During this time, enemies add +2 to the difficulty of all tests to spot the Nightkin. The Nightkin's Defense is also increased by +2 (to a total of 3) for the duration.
- **LET RIP:** Once per combat the Nightkin may 'let rip' with a volley from their Light Machine Gun. This adds the weapons Fire Rate of 4 to the weapons damage for a single attack (for 9 🎲 total).

INVENTORY

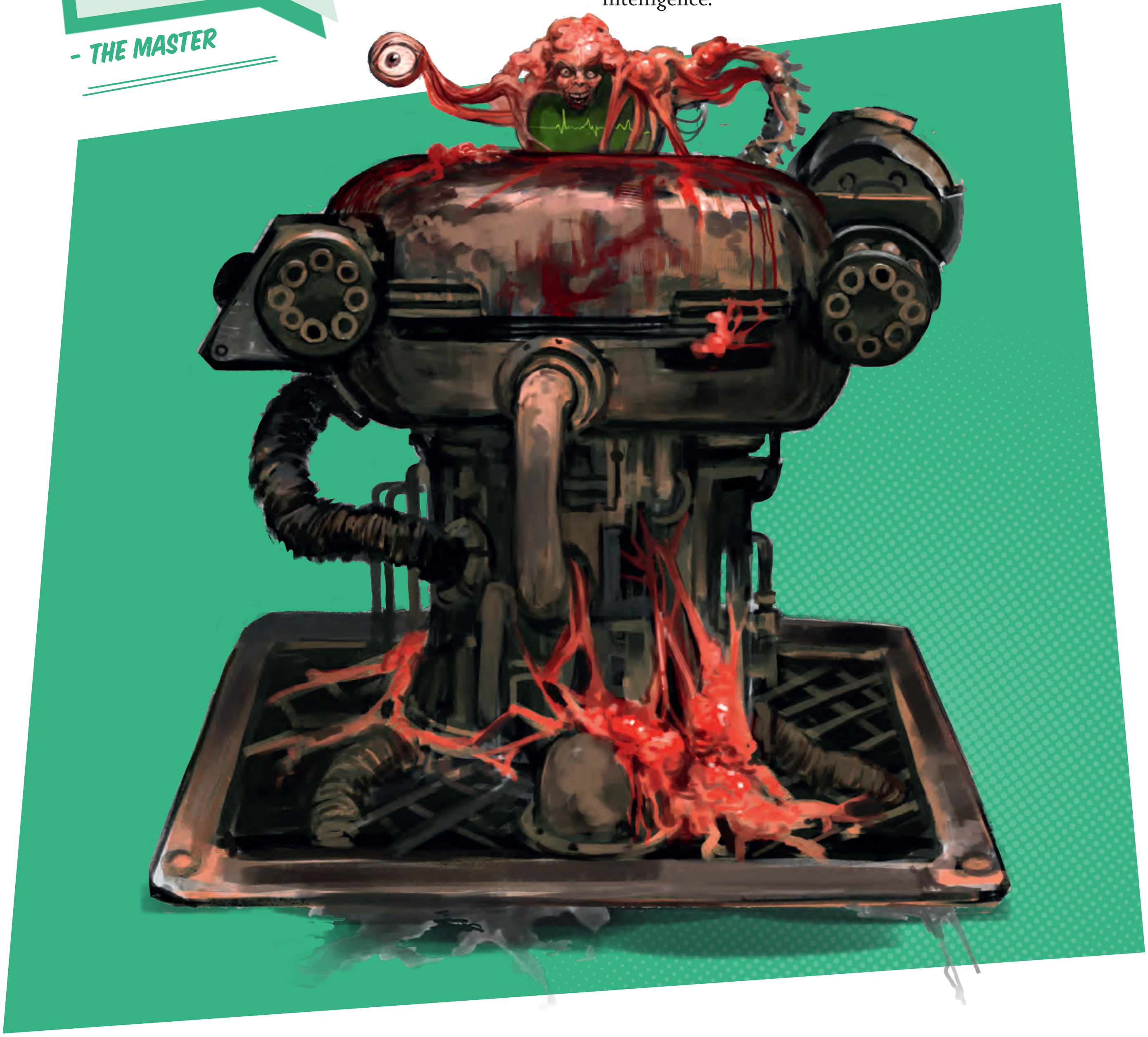
Stealth Boy, Bumper Sword, Light Machine Gun, 8 + 4 🎲 .556 ammo, Raider Chest Piece, Wealth 2

THE MASTER

> *"THE UNITY WILL BRING ABOUT THE MASTER RACE. MASTER! MASTER! ONE ABLE TO SURVIVE, OR EVEN THRIVE, IN THE WASTELAND. AS LONG AS THERE ARE DIFFERENCES, WE WILL TEAR OURSELVES APART FIGHTING EACH OTHER. WE NEED ONE RACE. RACE! RACE! ONE GOAL. GOAL! GOAL! ONE PEOPLE... TO MOVE FORWARD TO OUR DESTINY. DESTINY."*
>
> *- THE MASTER*

Before the Master there was Richard Grey, and before him Richard Moreau, an ex-Vault dweller with a shady past. As a resident scientist and doctor at the Hub, Grey was drawn into an ill-fated expedition to Mariposa Military Base, where he was immersed in a vat of Forced Evolutionary Virus (FEV).

Left for dead and in indescribable agony, Grey slowly mutated beyond all recognition. His new shambling form absorbed the forms and intellects of any creature, or computer, that got too close. Through trial and experimentation, he found that creatures exposed to the FEV exhibited increased, and delectable, intelligence.



Thus began his experiments. First came the centaurs: created from dogs and rats; later came the super mutants: created from humans. Realizing he needed specimens untainted by the background FEV and radiation of the wasteland to create a new race perfectly adapted to the new world, he sent his ever-growing army of super mutants to hunt for "prime normals." After exposing an untainted human to the FEV, he created another super-intellect which he subsequently assimilated. It was these debaucherous acts that truly created the Master hive mind.

Through extensive experiments on test subjects from caravans crossing the wasteland, the resulting mass-produced super mutant army became the Unity. The Unity became the foundation of the Master's vision for humanity and the world, eventually recruiting unaltered humans as the faces of the Children of the Cathedral.

Level 20, Mutated Human, Major Character (432 XP)

S	P	E	C	I	A	L
10	10	10	12	12	-	8

SKILLS			
Barter ■	5	Repair ■	5
Energy Weapons ■	5	Science ■	5
Medicine ■	5	Speech ■	5
Pilot ■	5	*(■ Tag Skill)*	

HP	INITIATIVE	DEFENSE
46	20	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
-	-	8

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
10 (All)	10 (All)	Immune	Immune

ATTACKS

- **TURRETS: PER + Energy Weapons** (TN 15), 9 🎲 Piercing Energy damage, Fire Rate 2, Range M
- **HOLY FLAME: PER + Energy Weapons** (TN 15), 9 🎲 Persistent Energy damage

SPECIAL ABILITIES

- **IMMUNE TO RADIATION:** The Master reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **IMMUNE TO POISON:** The Master reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- **DARK GOD:** The Master surrounds himself with a mix of super mutant and human servants. As a minor action, he may order a super mutant or human of lower level that is under his sway to perform a major action. The Master assists that action with **CHA + Speech**.

SPECIAL ABILITIES

- **FATHER HOPE:** The Master's natural charisma was enhanced further by their exposure to FEV. +2 to **CHA** attribute (included). Speech tests against him have an increased difficulty of +3.
- **ADVANCED FEV MUTATION:** The Master's repeated exposure to the FEV allows him to absorb Radiation to heal himself. He regains HP for every point of Radiation damage inflicted on him.
- **FULLY INTEGRATED:** The Master has fully integrated with a Vault-Tec computer system. As such, he has an **AGI** attribute of 0 but is aware of everything that happens within his domain. **Sneak** tests made within his Vault have an increased difficulty of +3.
- **PSYCHIC PRESENCE:** The Master is present throughout the Vault. Generate 1 AP for every round within his Vault. If the Master is an ally, this goes into the group pool. If they are an enemy, it goes into the GM's pool.
- **WEAK SPOT:** If an attacker chooses to target the Master's head, it ignores his DR. This does not apply against hits which hit the head due to random chance.
- **AMALGAMATION:** The Master is an abhorrent amalgamation of machine and flesh. When rolling random hit locations anything other than a head location counts as a torso hit.
- **SUPERINTELLIGENT:** The Master has been assimilating intelligences for many years. He gains three extra tagged skills and +2 to **INT** attribute (included). When the Master mutates he applies the full weight of his intellect to the threat at hand, all tests generate one automatic success.

INVENTORY

- **SALVAGE:** Scavengers can salvage from the Master with a successful **INT + Science** test with a difficulty of 2. This yields 10+5🎲 shots worth of fusion cells, +1🎲 for each AP spent, with each Effect rolled yielding 1 Uncommon material as well.

INVENTORY

- **SCAVENGING:** Upon the Master's death the players can find several items and caps among its body. Roll 4d20 for the number of caps that can be found, and 4🎲 for the number of junk items found.

ANCIENT SUPER MUTANT BEHEMOTH

Feared even by super mutant behemoths, an ancient super mutant behemoth is one of the deadliest creatures to roam the Wasteland. Having survived through a mixture of brute strength and animalistic cunning, these goliaths mutated far beyond any of their kin. They are the undisputed masters of wherever they chose to make their lair, whether surrounded by a gang of lowly super mutants in an old military base or out in the wilderness, they take what they like and only a fool would try to stop them.

Level 21, Mutated Human, Legendary Creature (453 XP)

BODY	MIND
12	6

MELEE	GUNS	OTHER
5	5	5

HP	INITIATIVE	DEFENSE
162	25	1

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
10 (All)	8 (All)	Immune	9 (All)

ATTACKS

- **GARGANTUAN CLUB: BODY + Melee** (TN17), 12 🎲 Vicious, Breaking Physical damage
- **BOULDER THROW: Body + Guns** (TN 17), 10🎲 Vicious, Stun Physical damage, Throwing, Range M

SPECIAL ABILITIES

- **IMMUNE TO RADIATION:** The ancient behemoth reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **IMMUNE TO FEAR:** The ancient behemoth cannot be intimidated or threatened in any way and will weather ignore or attack anyone who attempts to threaten or intimidate it.

SPECIAL ABILITIES

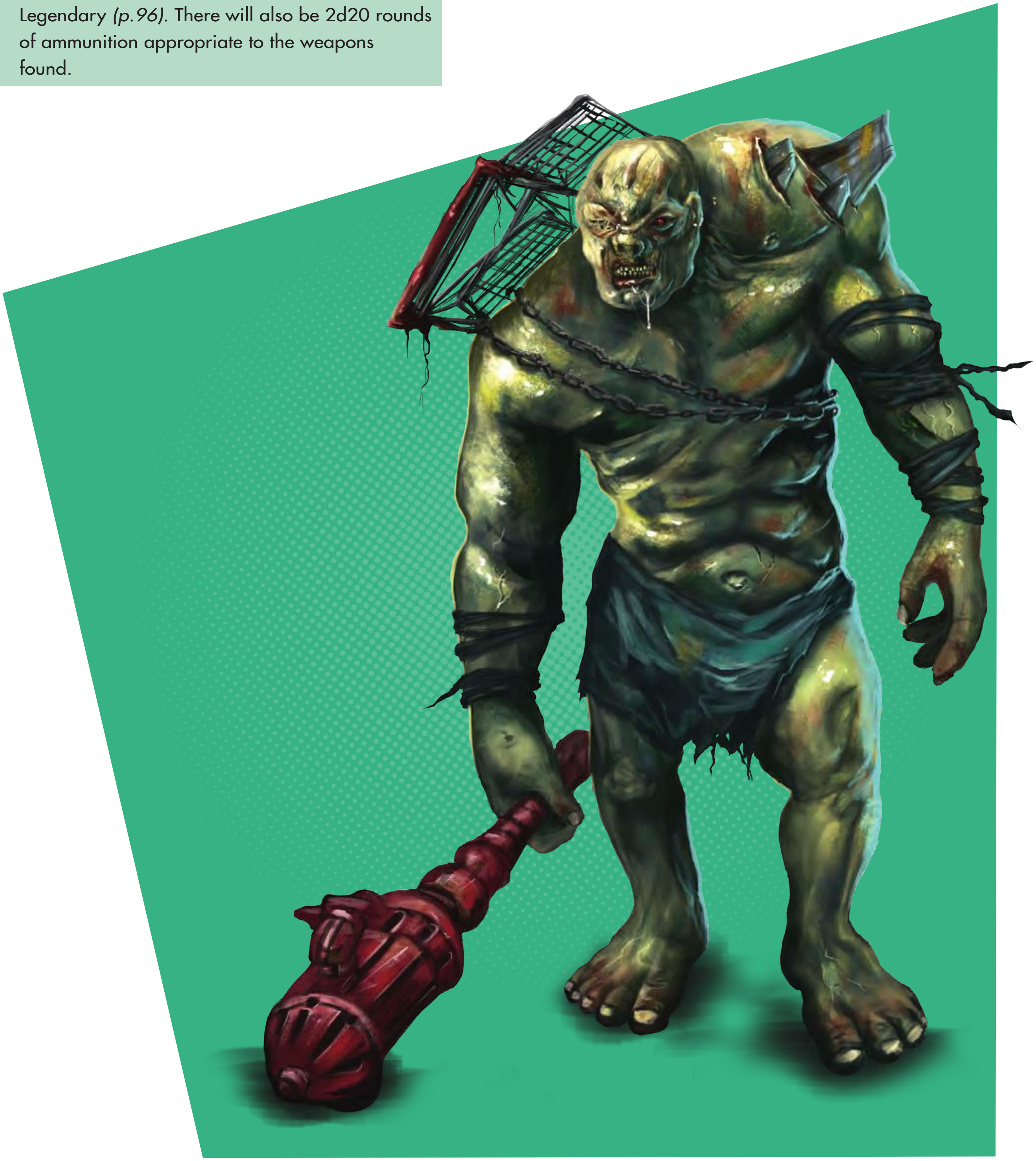
- **AGGRESSIVE:** The ancient behemoth is quick to action when it senses prey. When the ancient behemoth enters a scene, immediately generate 1 Action Point. If the ancient behemoth is an ally then this goes into the group pool. If it is an enemy, it goes into the GM's pool.
- **BIG:** The ancient super mutant behemoth is bigger than most characters. The creature receives an additional +1 health point per Level, but its Defense is reduced by 1, to a minimum of 1. Further, it only suffers a critical hit if an attack inflicts 7+ damage (after damage resistance) in a single hit, rather than the normal 5+.
- **MUTANT STRENGTH:** The ancient super mutant behemoth's strength has mutated far beyond most other creatures in the Wasteland. It generates 1 automatic success on any **BODY** test and +1 🎲 on any **Melee** attack (included).
- **DESTRUCTIVE:** Ancient super mutant behemoths are enormous creatures, laying waste to anything in their path, never more so than when enraged and in pain, lashing out at everything within reach. The ancient super mutant behemoth may spend 2 AP to destroy any piece of cover within reach. When the ancient super mutant behemoth drops to half health it mutates. When this creature mutates, its Gargantuan Club gains the Arc damage effect.

INVENTORY

- **SCAVENGING:** Upon an ancient super mutant behemoth's death the players can find several items and caps among its body. Roll 5d20 for the number of caps that can be found, and 4 for the number of junk items found. The body contains a mix of weaponry, roll twice on the ranged weapons table and twice on the melee weapons table; one of these weapons will be Legendary *(p.96)*. There will also be 2d20 rounds of ammunition appropriate to the weapons found.

GLOWING BEHEMOTHS

Exploring the Glowing Sea? Have wastelanders taken out one too many super mutant behemoths? Not quite ready for the ancient super mutant behemoth to make an appearance? Consider applying the Glowing template *(see p.143)* for a more challenging variant of the super mutant behemoth.



SWAN

Edgar Swann was a low-level Institute employee who was caught stealing cigarettes. All he had to do to atone for his crime was allow himself to be isolated for a month while recording his observations. But this simple punishment turned into a nightmare as, unbeknownst to Swann; he had been infected with FEV. The first two weeks seemed successful, with Swann experiencing increased intelligence and muscle mass. But by the third week, his body betrayed him, becoming unstable and mutating beyond control. His worst fears were realized as he was exiled from the Institute, as so many failed experiments had been before him. He took refuge at Boston Common before losing his last shred of humanity and becoming one of, if not the first super mutant behemoth in the Commonwealth. He can still be found there today, wearing armor formed from broken swan boats and wielding a giant anchor. His only memory is his name which he roars when disturbed, "SWAAAAANNN!!!"

Level 18, Mutated Human, Legendary Creature (390 XP)

BODY	MIND
12	6

MELEE	GUNS	OTHER
5	4	4

HP	INITIATIVE	DEFENSE
144	20	1

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
9 (All)	7 (All)	Immune	10 (All)

ATTACKS

- **ANCHOR: BODY + Melee** (TN 17), 11 🎲 Vicious, Breaking Physical damage
- **BOULDER THROW: Body + Guns** (TN 16), 9 🎲 Vicious, Stun Physical damage, Throwing, Range M

SPECIAL ABILITIES

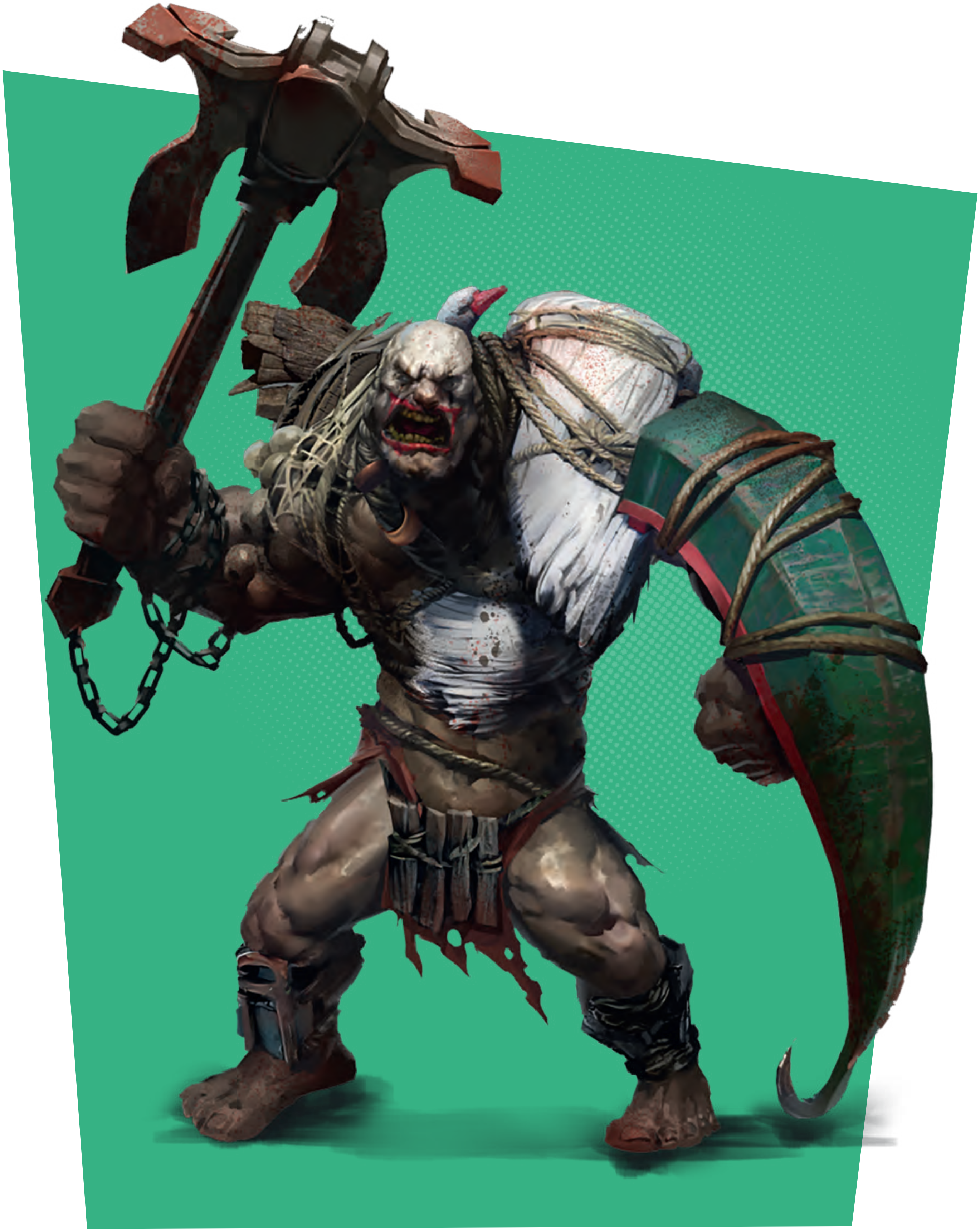
- **IMMUNE TO RADIATION:** Swan reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **IMMUNE TO FEAR:** Swan cannot be intimidated or threatened in any way and will weather ignore or attack anyone who attempts to threaten or intimidate him.
- **BIG:** Swan is bigger than most characters. He receives an additional +1 health point per Level, but his Defense is reduced by 1, to a minimum of 1. Further, he only suffers a critical hit if an attack inflicts 7+ damage (after damage resistance) in a single hit, rather than the normal 5+.
- **HULL SHIELD:** Swan has the prow of a small boat strapped to one arm. This counts as a piece of cover providing +1 Cover Dice.

SPECIAL ABILITIES

- **CHARGE:** As a major action, Swan may move within reach of any creature within Medium range and attack with his Anchor. This does not count as a Move action though it follows all other movement rules.
- **A SWAN ON THE POND:** Swan spends much of their time submerged at Swan's Pond with only his armor above the surface, appearing as a broken boat. It takes a **PER + Survival** test, difficulty 2, to spot Swan. If undetected, Swan will happily stay submerged, only emerging and attacking if provoked.
- **TERRITORIAL:** Swan is incredibly territorial and does not take kindly to being disturbed. While within his territory, he may re-roll 1d20 on all **PER** tests. When Swan mutates, he will stop at nothing to protect what's his, the AP cost to buy additional d20s is reduced by 1.

INVENTORY

- **SCAVENGING:** Upon Swan's death the players can find several items and caps among its body. Roll 4d20 for the number of caps that can be found, and 4 🎲 for the number of Junk items found. The body contains a mix of weaponry, roll twice on the Ranged Weapons table and twice on the Melee Weapons table, one of these weapons will be Legendary *(p.96)*. There will also be 2d20 rounds of ammunition appropriate to the weapons found.



THE ENCLAVE

As the first bombs fell, some members of the now rapidly collapsing U.S. government fled into hiding. High-ranking political figures, military members, and corporate leaders retreated from the world and formed the Enclave. Followed by members of the military and federal law enforcement, they diverted resources to ensure their own survival as the world was bathed in fire and destruction. They now move in the shadows, their extreme isolation having caused extreme xenophobia inside the organization, clinging to remnants of the U.S.A. Proud and still devoted to a nation that no longer exists, they wish to helm the world back to order and establish the glory days with them on top with the barbarians of the wastelands subservient or dead beneath their feet.

AUGUSTUS AUTUMN

Augustus Autumn is the commanding officer of the Capital Wasteland Enclave, a position handed down to him by his father. A smaller contingent of the Enclave, consisting of older high-ranking officials, has become separated from the organization as a whole. He alone knows the secrets behind President Eden and, unlike his father, distrusts the ZAX AI unit. Despite this distrust, he still works alongside them, commanding the rank-and-file soldiers of the Enclave, being the sole communication between Eden and the troops and scientists. Under his command, the Enclave restarted secret programs to develop weapons and technology, including the impressive hellfire armor.

Despite his station, Augustus is a relatively moderate individual fighting towards his own ideas of freedom and progress for the American people, standing in contrast with the Enclave's plans to eradicate all mutant life. His organization's members respect him and follow his orders with trust and conviction, believing themselves to be the last of the Enclave.

Level 16, Human, Major Character (348 XP)

S	P	E	C	I	A	L
8	10	7	10	6	6	10

SKILLS			
Athletics	2	Small Guns ■	5
Barter ■	5	Speech ■	5
Big Guns	2	Unarmed	2
Energy Weapons ■	5	*(■ Tag Skill)*	

HP	INITIATIVE	DEFENSE
43	20	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
230 lbs.	1 🎲	10

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
3 (All)	3 (All)	1 (All)	0

ATTACKS

- **UNARMED: STR + Unarmed** (TN 10), 3 🎲 Physical damage

ATTACKS

- **RAPID LASER PISTOL: PER + Energy Weapons** (TN 15), 4 🎲 Piercing Energy damage, Fire Rate 5, Range C, Close Quarters
- **POWERFUL 10MM PISTOL: AGI + Small Guns** (TN 11), 6 🎲 Physical damage, Fire Rate 2, Range C, Close Quarters, Reliable

SPECIAL ABILITIES

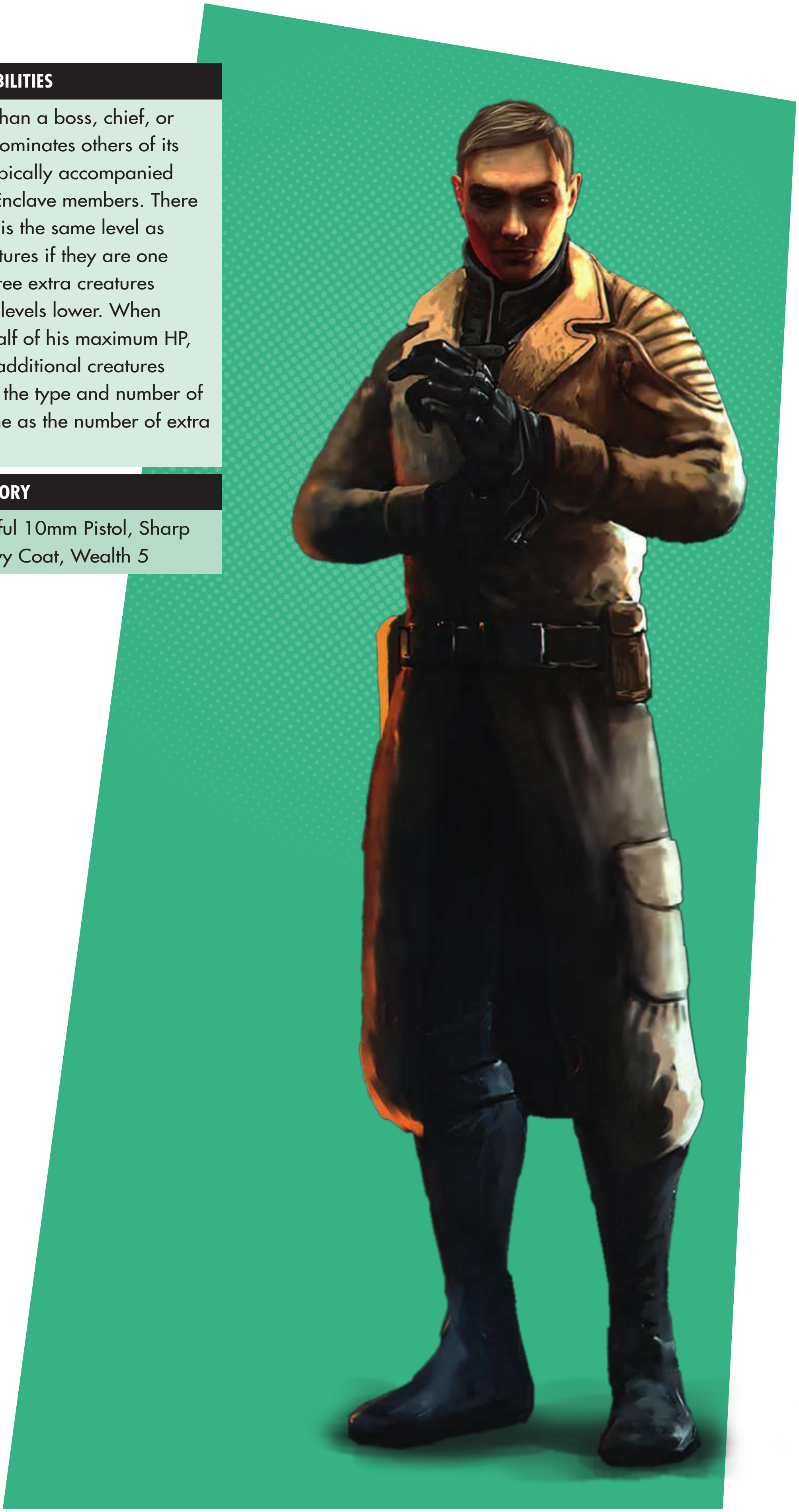
- **ACTION PACKED:** Augustus Autumn is driven and motivated and takes matters into his own hands. Augustus Autumn begins each scene with a personal pool of 4 AP, which he may spend instead of drawing from other scores.
- **LET RIP:** Once per combat, Augustus Autumn may 'let rip' with a volley from his Laser Pistol. This adds the weapon's Fire Rate of 5 to the weapon's damage for a single attack (for 9 🎲 total).
- **SHARP:** Once per scene, Augustus Autumn generates an automatic critical success on any **INT** or **CHA** skill test.

SPECIAL ABILITIES

- **TYRANT:** More severe than a boss, chief, or alpha, Augustus utterly dominates others of its kind nearby. Augustus typically accompanied by one or more Human Enclave members. There is one extra creature if it is the same level as Augustus, two extra creatures if they are one or two levels lower, or three extra creatures if they are three or more levels lower. When Augustus is reduced to half of his maximum HP, this ability mutates, and additional creatures arrive as reinforcements; the type and number of reinforcements is the same as the number of extra creatures noted above.

INVENTORY

Rapid Laser Pistol, Powerful 10mm Pistol, Sharp Ballistic Weave Heavy Coat, Wealth 5



ENCLAVE HELLFIRE TROOPER

Some of the greatest fighters amongst the Enclave are nominated to become hellfire troopers. Donning a full set of Hellfire Power Armor and carrying there signature heavy flamers these elite troops bathe the battlefield in flame. Aggressive and confident they never back down from a fight, incinerating anything nearby till their last breath with unmatched tenacity. Having risen the ranks of the Enclave, these troops are looked up to with reverie and respect by their fellows on the battlefield, acting as examples of what a soldier should be. Their mere presence is sometimes enough to sway battles in the Enclave's favor, terrifying the enemy and inspiring their allies.

Level 14, Human, Normal Character (102 XP)

S	P	E	C	I	A	L
10 (13)	7	10	3	4	4	4

SKILLS			
Athletics	4	Repair	2
Big Guns ■	5	Science	2
Energy Weapons	1	Small Guns	2
Melee Weapons	1	Unarmed ■	5
			(■ Tag Skill)

HP	INITIATIVE	DEFENSE
24 (10 Head, 19 Body, 10 Arm, 10 Leg)	11	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
250 lbs.	3 🎲	-

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
6 (Head); 9 (Chest); 5 (Arm, Legs)	5 (Head); 10 (Chest); 4 (Arms, Legs)	9 (Head); 9 (Chest); 9 (Arm, Leg)	0

ATTACKS

- **UNARMED: STR + Unarmed** (TN 18), 5 🎲 Physical damage
- **HEAVY INCINERATOR: END + Big Guns** (TN 15), 5 🎲 Burst Persistent Spread Energy damage, Fire Rate 3, Range M, Debilitating, Two-Handed

SPECIAL ABILITIES

- **LET RIP:** Once per combat, the hellfire trooper may 'let rip' with a volley from their Heavy Incinerator. This adds the weapons Fire Rate of 3 to the weapon's damage for a single attack (for 8 🎲 total).
- **POWER ARMOR:** A hellfire trooper wears enhanced Power Armor. They use the armor's STR of 13 instead of their own. They are immune to damage from falling and inflict 3 🎲 damage to all creatures within reach of their landing. They can breathe underwater and in toxic environments.

INVENTORY

Armor Frame, Prism Shielded Motion Assist Servos T-51 B Chest, Lead lined T-51b Legs, Lead Lined T-51b Arms, Lead Lined T-51b Head, Heavy Incinerator, Wealth 2

> "REFLECT UPON ALL I HAVE SAID, MY AMERICA. REFLECT AND WAIT. FOR SOON THIS GREAT NATION WILL BE REBORN, AND THE ENCLAVE WILL BE ITS SALVATION."
>
> PRESIDENT JOHN HENRY EDEN

ENCLAVE SOLDIER

These individuals make up the majority of the Enclave's forces, well-trained and provided for, they are the foundation of the strongest fighting force in the Wasteland. Having made their way through Enclave training, these soldiers are provided with power armor, laser weaponry, and a command to protect the enclave with their life. Unlike many forces found in the Wastelands, they are regimented and structured, following a clear hierarchy of command from trainees to officers. Enclave soldiers are trained in advanced tactics and cooperation working solidly as a team or as powerful independent infantry.

Level 5, Human, Normal creature (38 XP)

S	P	E	C	I	A	L
7 (11)	7	8	3	4	4	5

SKILLS			
Energy Weapons ■	4	Repair	2
Melee Weapons ■	4	Science	2
Pilot	1	*(■ Tag Skill)*	

HP	INITIATIVE	DEFENSE
11 (10 Head, 19 Chest, 10 Arms, 10 Legs)	11	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
220 lbs.	3	-

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
6 (Head); 9 (Chest); 5 (Arm, Legs)	5 (Head); 7 (Chest); 4 (Arms, Legs)	7 (Head); 9 (Chest); 7 (Arm, Leg)	0

ATTACKS

- **IMPROVED LASER RIFLE: PER + Energy Weapons** (TN 11), 5 Piercing 2 Energy damage, Fire Rate 2, Range C
- **RIPPER: STR + Melee Weapons** (TN 15), 7 Vicious Physical damage

SPECIAL ABILITIES

- **LET RIP:** Once per combat, the Enclave soldier may 'let rip' with a volley from their Laser Rifle. This adds the weapon's Fire Rate of 2 to the weapon's damage for a single attack (for 6 total)
- **POWER ARMOR:** An Enclave soldier wears Power Armor. They use the armor's STR of 11 instead of their own. They are immune to damage from falling and inflict 3 damage to all creatures within reach of their landing. They can breathe underwater and in toxic environments.

INVENTORY

Power Armor Frame, Full Set of T-51B Power Armor, Improved Laser Rifle, Ripper

ENCLAVE TESLA SOLDIER

Wielding a heavy weapon and sporting more advanced armor, these soldiers can be found on the battlefield or as personal guards for high-ranking members. Having received additional training in heavy weapons these troops outclass regular troopers, outputting massive damage and changing the shape of the fight. Not only does their advanced armor make them tougher, but it also complicates attacks against them, shocking anyone who would attempt to take them down in a hand-to-hand fight, making them a threat whether near or far.

Level 8, Human, Normal Character (52 XP)

S	P	E	C	I	A	L
7 (11)	8	9	3	4	4	4

SKILLS			
Big Guns ■	4	Science	1
Energy Weapons ■	4	Unarmed	4
Repair	2		*(■ Tag Skill)*

HP	INITIATIVE	DEFENSE
17 (10 (Head, 19 Chest, 10 Arms, 10 Legs)	12	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
260 lbs	3 🎲	-

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
6 (Head); 9 (Chest); 5 (Arm, Legs)	5 (Head); 7 (Chest); 4 (Arms, Legs)	7 (Head); 9 (Chest); 7 (Arm, Leg)	0

ATTACKS

- **MINIGUN: END + Big Guns** (TN 13), 3 🎲 Burst, Spread Physical damage, Fire Rate 5, Range M, Gatling, Inaccurate, Two-Handed
- **GATLING LASER: END + Big Guns** (TN 13), 3 🎲 Burst, Piecing Energy damage, Fire Rate 6, Range M, Gatling, inaccurate, Two-Handed
- **ROCKET LAUNCHER: END + Big Guns** (TN 13), 11 🎲 Physical damage, Range L, Blast, Two-Handed
- **UNARMED: STR + Unarmed** (TN 15), 5 🎲 Physical damage

SPECIAL ABILITIES

- **TESLA ARMOR:** Wherever an enemy makes a melee attack against this character they suffer 4 🎲 energy damage.
- **POWER ARMOR:** The Enclave Tesla soldier wears Power Armor. They use the armors STR of 11 instead of their own. They are immune to damage from falling and inflict 3 🎲 damage to all creatures within reach of their landing. They can breathe underwater and in toxic environments.
- **WEAPON SPECIALIST:** The Enclave Tesla carries a Minigun, a Gatling Laser, or Rocket Launcher. Whichever one they are carrying is determined by at the start of a scene.
- **LET RIP:** Once per combat, the Enclave Tesla soldier may 'let rip' with a volley from their Gatling Laser or Minigun. This adds that weapon's Fire Rate to the weapon's damage for a single attack.

INVENTORY

Power Suit Frame, Full Suit of T-51 Power Armor with Tesla Chest, Wealth 2

FRANK HORRIGAN

Frank Horrigan was once a simple man, serving as a personal bodyguard to President Dick Richardson. This was not to last forever, as he was eventually demoted to patrol the Wastelands after an episode of psychosis. During a routine patrol, he came into contact with the FEV and the Enclave took notice. Moved to their oil rig headquarters for testing and observation, Frank Horrigan was kept inoculated and unconscious as he transformed. Already a man of impressive physique, stature, and low intellect, the FEV took to him naturally. Mixing this with the genetic tapering and enhancements of the Enclave, what came out of hibernation was more monster than man. Now fused to experimental power armor and having grown to a colossal size, Frank is unlike anything the Wasteland has seen. The Enclave preying on his low intelligence and prior allegiance to the president conditioned him to become their lap dog. An unforeseen result of his transformation was the genetic instability it has caused, and now, without the constant feed of stabilizers and drugs his armor provides, he would die.
Strangely, Franky does not consider himself a mutant, often referring to others as "muties". This is not a mindset shared by his allies, who are so scared of this freak that they often blankly refuse to take part in any mission to which he is assigned.

Frank is a violent man choosing guns and steel to resolve his problems over words, a decision he often comes to with alarming speed.

Level 21, Super Mutant Robot, Major Character (432 XP)

S	P	E	C	I	A	L
13	10	10	9	3	9	8

SKILLS			
Athletics ■	5	Melee Weapons ■	5
Big Guns ■	5	Small Guns	3
Energy Weapons ■	5	Survival	1
Explosives	2	Throwing	2
Medicine	1	Unarmed	3
		(■ Tag Skill)	

HP	INITIATIVE	DEFENSE
66 (12 Head, 24 Torso, 12 Arms, 12 Legs)	23	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
250 lbs.	3 🎲	8

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
9 (Head); 10 (Body); 6 (Arms); 9 (Legs)	9 (Head); 10 (Body); 6 (Arms); 9 (Legs)	Immune	Immune

ATTACKS

- **AGITATED RECOIL COMPENSATED TACTICAL TARGETING PLASMA RIFLE: PER + Energy Weapons** (TN 15), 10 🎲 Vicious Physical/Energy Damage, Fire Rate 3, Range C, Two-Handed
- **BIG BAD KNIFE: STR + Melee Weapons** (TN 17), 11 🎲 Vicious Physical damage, Two-Handed

SPECIAL ABILITIES

- **BIG:** Frank Horrigan is bigger than most characters, towering over them. He receives an additional +1 health point per Level, but his Defense decreases by 1, to a minimum of 1. Further, he only suffers a critical hit if an attack inflicts 7+ damage (after damage resistance) in a single hit, rather than the normal 5+.
- **INTEGRATED ARMOR**: Frank Horrigan has become bonded with a suit of Power Armor, his STR is increased to 13 and he can breathe underwater and in toxic environments. They are immune to damage from falling and inflict 3 🎲 Physical damage to all creatures within reach of their landing.
- **BIG HANDS:** Frank Horrigan may wield Two-Handed weapons with one hand.

SPECIAL ABILITIES

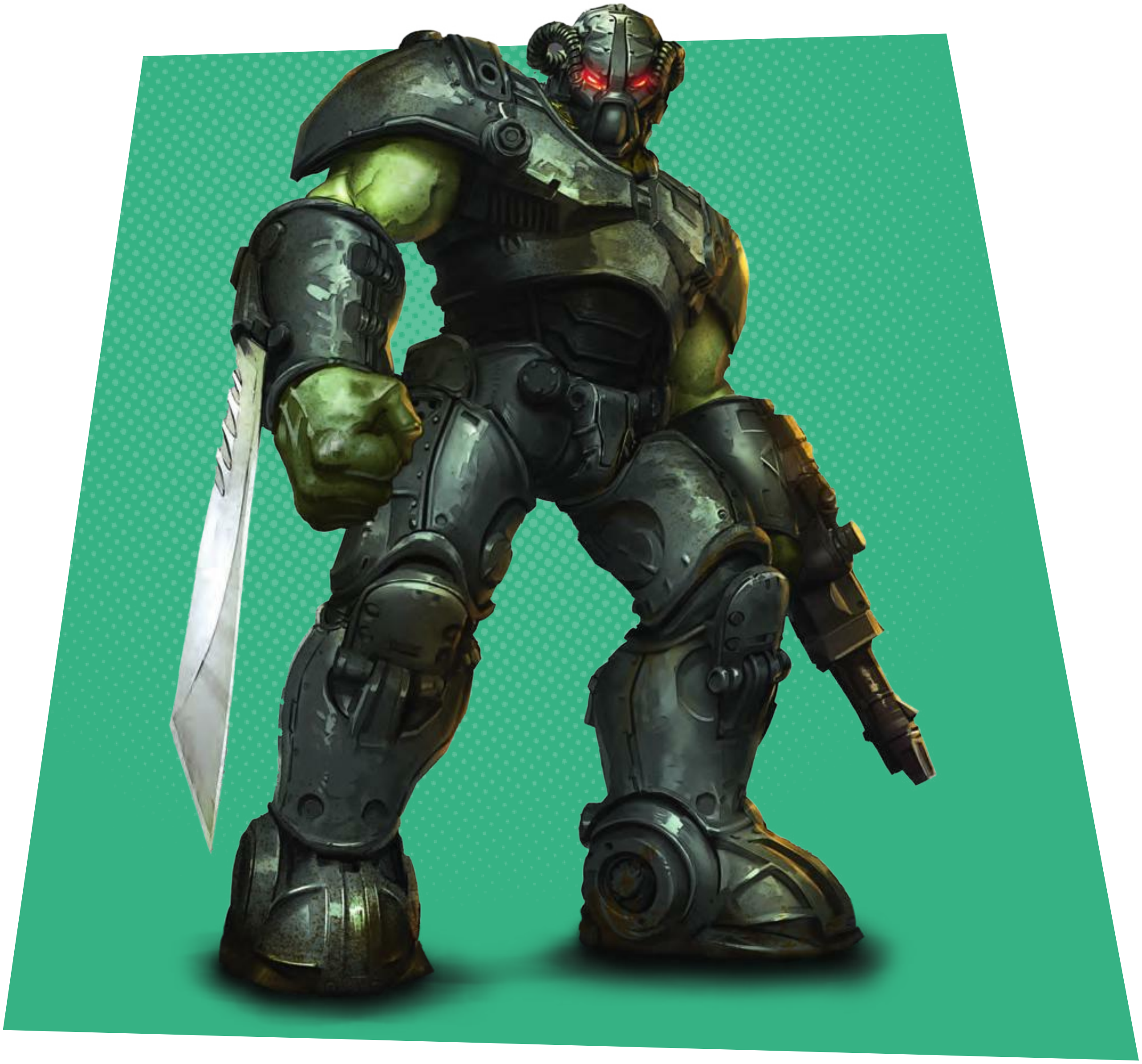
- **LET RIP:** Once per combat, Frank Horrigan may 'let rip' a volley from his Plasma Rifle. This adds the weapon's Fire Rate of 3 to the weapon's damage for a single attack (for 13 total).
- **IMMUNE TO RADIATION:** Frank Horrigan reduces all Radiation damage suffered to 0 and cannot suffer any damage or effects from radiation.
- **IMMUNE TO POISON:** Frank Horrigan reduces all Poison damage suffered to 0 and cannot suffer any damage or effects from poison.
- **STIM PUMP:** At the end of each of his turns, Frank Horrigan heals 3 health points.

SPECIAL ABILITIES

- **LEGENDARY DAMAGE:** Genetically modified for combat, Frank Horrigan is a master of his craft. His Plasma Rifle inflicts +3 damage (included) and may use Let Rip once more per scene. When Frank Horrigan is reduced to below half of his maximum HP, he mutates, and his attacks become faster. While mutated, Frank Horrigan may spend 1 AP to make an additional major action to attack with his Plasma Rifle, and he does not suffer any increase in difficulty. In addition, he regains one use of Let Rip.

INVENTORY

Agitated Recoil Compensated Tactical Targeting Plasma Rifle, Big Bad Knife **(**Mutant Slayer's Combat Knife)



THE GUNNERS

The Gunners are a highly militaristic raider gang that operates around the Commonwealth and beyond. With their structure, tactics, and equipment based on the pre-War American military, the Gunners follow a rigid hierarchy. Orders come from above and are obeyed without question. Beyond their distinctive military appearance, all Gunners, from the greenest conscript to the senior officers, have their blood type tattooed on their foreheads as an identifier and for ease of battlefield treatment and triage. Excelling in small squad tactics, fortified defense, and utilization of military equipment, including robots, the Gunners hold strategic locations across the Commonwealth, allowing them to go toe to toe with the likes of the Brotherhood of Steel and the Institute without being overwhelmed.

GUNNER CONSCRIPT

Despite being the lowest rung of this militaristic gang, Gunner conscripts have a better chance of survival than your average raider with better equipment and some form of basic training. If a Gunner conscript shows a modicum of sense, they might just survive long enough to climb the ranks.

Level 4, Human, Normal Character (31 XP)

S	P	E	C	I	A	L
5	6	6	5	5	6	4

SKILLS			
Athletics	1	Repair	1
Big Guns	1	Science	1
Energy Weapons ■	3	Small Guns ■	3
Melee Weapons	2	Survival	1
			(■ Tag Skill)

HP	INITIATIVE	DEFENSE
10	12	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
200 lbs.	-	-

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
2 (Torso); 0 (Arms, Legs, Head)	2 (Torso); 1 (Arms, Legs)	0	0

ATTACKS

- **SUBMACHINE GUN: AGI + Small Guns** (TN 9), 3 Burst Physical damage, Fire Rate 3, Range C, Inaccurate, Two-Handed

SPECIAL ABILITIES

- **LET RIP:** Once per combat the Gunner conscript may 'let rip' with a volley from their Submachine Gun. This adds the weapon's Fire Rate of 3 to the weapon's damage for a single attack (for 6 total).

INVENTORY

Combat Armor Chest Piece, Military Fatigues, Gunner Bandanna, Submachine Gun, 8+4 .45 Ammo, Wealth 1

GUNNER SERGEANT

Climbing the ranks of the Gunners comes with several benefits, better arms, better armor, and more opportunities. Gunner sergeants can frequently be seen around the Commonwealth leading groups of rank-and-file Gunners on scavenging missions searching for more pre-War tech and fortifiable locations.

Level 9, Human, Normal Character (67 XP)

S	P	E	C	I	A	L
5	7	6	6	5	7	4

SKILLS			
Athletics	3	Medicine	3
Energy Weapons ■	4	Small Guns ■	4
Explosives	2	Survival	2

(■ Tag Skill)

HP	INITIATIVE	DEFENSE
15	14	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
200 lbs	-	-

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
4 (Head) 3 (Arms, Legs, Torso)	4 (Head) 3 (Arms, Legs, Torso)	0	0

ATTACKS

- **POWERFUL COMBAT RIFLE: AGI + Small Guns** (TN 11), 7 Physical damage, Fire Rate 2, Range M, Two-Handed
- **IMPROVED LASER GUN: PER + Energy Weapons** (TN 11), 5 Piercing 1 Energy damage, Fire rate 2, Range C, Close Quarters
- **FRAG GRENADE: PER + Explosives** (TN 9), 6 Physical damage, Blast, Throwing, Range M

SPECIAL ABILITIES

- **CHAIN OF COMMAND:** As a major action, the Gunner sergeant may command any Gunner of lower level to immediately perform a major action.
- **LET RIP:** Once per combat, the Gunner conscript may 'let rip' with a volley from their Combat Rifle or Laser Gun. This adds the weapons' Fire Rate of 2 to the weapon's damage for a single attack (for 9 total for the Combat Rifle or for 8 total for the Laser Gun).

SPECIAL ABILITIES

- **BLOOD TYPE TATTOO:** All Gunners have their blood type tattooed on their foreheads to allow for quick battlefield care. When taking the First Aid action on another Gunner, the Gunner Sergeant heals 4 HP, in addition to any other effects. Any AP spent to heal additional HP heals twice as much, 2 HP per AP spent rather than 1.
- **PREPARED:** Gunner Sergeants are prepared for any eventuality and therefore have both a Powerful Combat Rifle and an Improved Laser Gun.

INVENTORY

Sturdy Combat Armor Legs, Chest and Arms, Heavy Combat Helmet, Military Fatigues, Powerful Combat Rifle, 8+4 .45 Ammo, Improved Laser Gun, 14 + 7 Fusion Cells, Gunner Bandanna, Frag Grenade, Wealth 2

GUNNER COMMANDER

The Gunner's mercenary nature means you'll only ever find them where there is profit to be made, whether this is taking jobs for caps or stripping down pre war ruins for tech and salvage. With well maintained weapons and Power Armor the Gunner Commanders embody the military ideal of the group. They excel at small squad tactics, fortifying and holding strategic locations. No matter the job Gunner Commanders have the skills to get it done.

Level 12, Human, Notable Character (176 XP)

S	P	E	C	I	A	L
8 (11)	8	6	7	6	7	6

SKILLS			
Energy Weapons ■	5	Repair	3
Explosives	3	Small Guns ■	5
Pilot ■	5	Unarmed	3
			(■ Tag Skill)

HP	INITIATIVE	DEFENSE
26 (7 Head, Arms, Legs, 14 Chest)	16	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
220 (260) lbs	+3 🎲	3

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
6 (Head); 8 (Chest); 4 (Arms, Legs)	4 (Head); 7 (Chest); 3 (Arms, Legs)	7 (Head); 9 (Chest); 7 (Arms, Legs)	0

ATTACKS

- **UNARMED: STR + Unarmed** (TN 14), 5 🎲 Physical damage
- **RECOIL COMPENSATED PLASMA RIFLE: PER + Energy Weapons** (TN 13), 6 🎲 Physical/Energy damage, Fire Rate 2, Two-hHanded, Range C
- **FRAG GRENADE: PER + Explosives** (TN 11), 6 🎲 Physical damage, Blast, Throwing, Range M

SPECIAL ABILITIES

- **POWER ARMOR:** The Gunner commander wears Power Armor. They use the armor's STR of 11 instead of their own. They are immune to damage from falling and inflict 3 🎲 Physical damage to all creatures within Reach of their landing.
- **LET RIP:** Once per combat, the Gunner commander may 'let rip' with a volley from their Plasma Rifle. This adds the weapon's Fire Rate of 2 to the weapon's damage for a single attack (for 8 🎲 total).
- **CHAIN OF COMMAND:** As a major action, the Gunner commander may command any Gunner of lower level to immediately perform a major action.
- **VERTIBIRD EXPERIENCE:** The Gunner commander has experience commanding Vertibirds. They gain a bonus d20 when making a test to pilot Vertibirds.

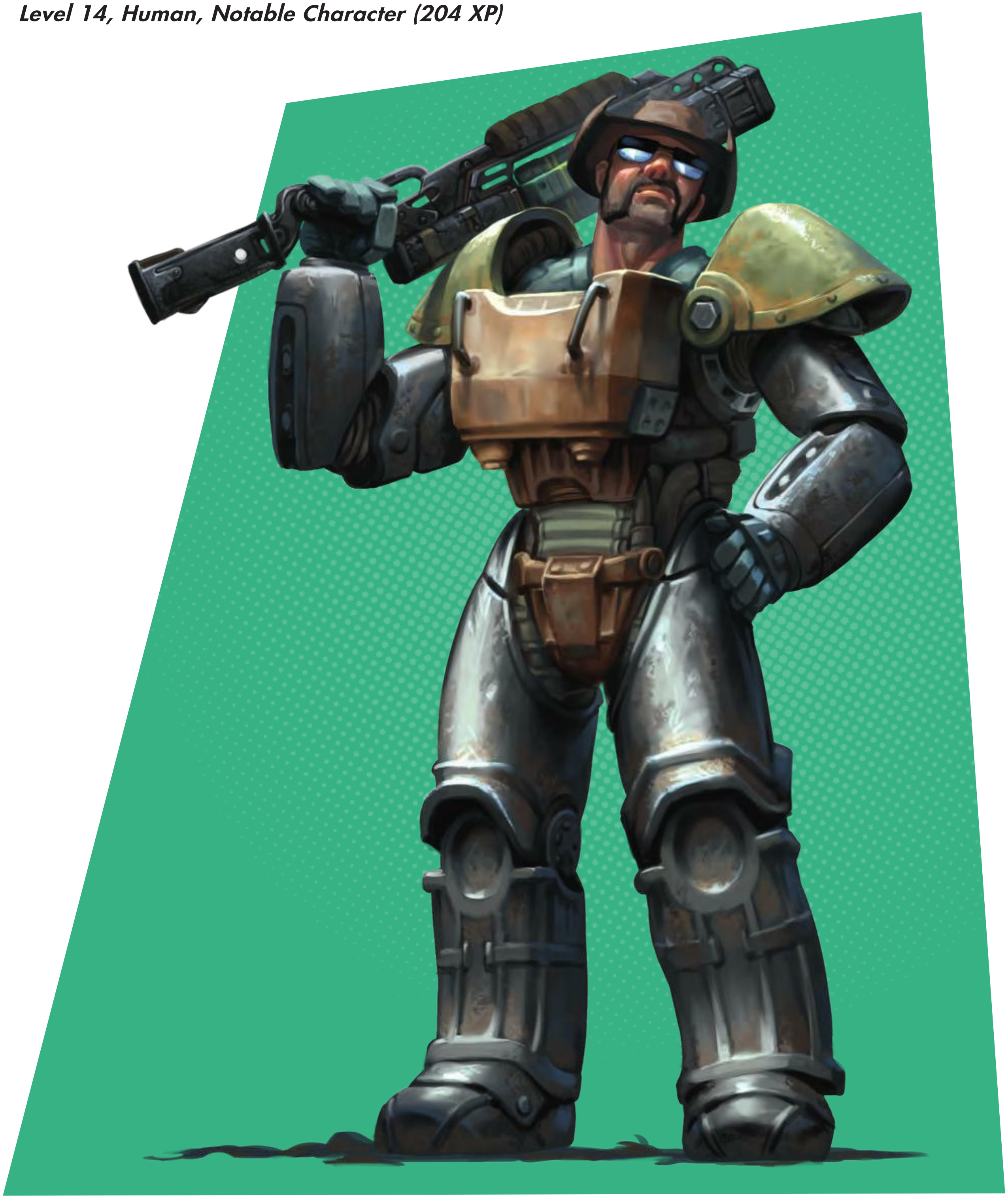
INVENTORY

Power Armor Frame, Full Set of T-45 Power Armor, Recoil Compensated Plasma Rifle, 10 +5 🎲 Plasma Cartridges, Gunner Bandanna, Frag Grenade, Wealth 3

CLINT

A former member of the Minutemen, Clint became disillusioned with their cause when he began to suspect they didn't have the power to bring order to the Commonwealth. At first, he neglected his duties to protect settlements that relied upon the Minutemen, but during the Quincy Massacre, he showed his true colors. Betraying the Minutemen and executing their leader, Colonel Hollis, to gain the rank of lieutenant within the Gunners. Clint's journey through the ranks to becoming one of the Gunner leaders of Quincy was paved with good intentions.

Level 14, Human, Notable Character (204 XP)



S	P	E	C	I	A	L
7 (11)	8	8	7	6	6	7

SKILLS			
Energy Weapons ■	5	Survival	2
Explosives ■	5	Throwing	3
Science	3	Unarmed	3
Small Guns ■	5		*(■ Tag Skill)*

HP	INITIATIVE	DEFENSE
29 (9 Arms, 9 Legs, 21 Torso)	16	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
220 (260) lbs.	+3 🎲	4

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
5 (Arms, Legs); 9 (Torso)	4 (Arms, Legs); 8 (Torso)	7 (Arms, Legs); 9 (Torso)	0

ATTACKS

- **UNARMED: STR + Unarmed** (TN 14), 5 🎲 Physical damage
- **GOOD INTENTIONS: PER + Energy Weapons** (TN 13), 3 🎲 Burst, Piecing Energy damage, Fire Rate 4, Two-Handed, Accurate, Recon, Range M
- **FRAG GRENADE: PER + Explosives** (TN 13) 6 🎲 Physical damage, Blast, Throwing, Range M

SPECIAL ABILITIES

- **POWER ARMOR:** Clint wears Power Armor. He uses the armor's STR of 11 instead of his own. He is immune to damage from falling and inflict 3 [DC] Physical damage to all creatures within Reach of their landing.
- **DISCIPLINED LET RIP:** Clint may 'let rip' with a volley from Good Intentions. This adds the weapon's Fire Rate of 4 to the weapon's damage for a single attack (for 7 🎲 total).
- **CHAIN OF COMMAND:** As a minor action, Clint may command any Gunner of lower level to immediately perform a major action.

INVENTORY

Power Armor Frame, T-51 Power Armor Arms and Legs, T-60 Power Armor Torso, Good intentions (Improved Automatic Barrel, Gyro Compensating Lens, Marksman's Stock, Recon Scope Laser Rifle with Enraging), 14 + 7 🎲 Fusion cells, Gunner bandanna, frag grenade, Wealth 3

> *" 'PAX ROMANA,' IT MEANS A NATIONALIST, IMPERIALISM, TOTALITARIAN, HOMOGENOUS CULTURE THAT OBLITERATES THE IDENTITY OF EVERY GROUP IT CONQUIRES. LONG TERM STABILITY AT ALL COSTS. THE INDIVIDUAL HAS NO VALUE BEYOND HIS UTILITY TO THE STATE, WHETHER AS AN INSTRUMENT OF WAR OR PRODUCTION."*
>
> *– CAESAR*

CAESAR'S LEGION

Once 86 tribes spread across parts of Utah, Colorado, New Mexico, and Arizona with unique identities and cultures; now they are all one legion, one culture, and one goal: Pax Romana. Based on the legions of Ancient Rome, Caesar's Legion enslaves all those not deemed useful for combat. The Legion imprints its culture and sexist ideals on all those it conquers, brutally executing those labeled as "in Damnatio Memoriae" and indoctrinating the rest, thus the Legion grows. With its western expansion blocked by the Colorado River and one failed attempt at crossing the Hoover Dam, the legion waits while spreading discord and terror amongst the people of the Mojave Wasteland with raids and propaganda.

RECRUIT LEGIONARY

The lowest recruit of the Legion, some assimilated from conquered tribes, some born and raised into slavery within the Legion. All loyal to Caesar above all. These recruits were raised to be legionaries and are well-trained and disciplined. The weak do not survive long enough to earn their legion armor.

Level 6, Human, Normal Character (45 XP)

S	P	E	C	I	A	L
7	6	7	4	4	6	4

SKILLS			
Athletics	3	Throwing ■	3
Melee Weapons ■	4	Unarmed	2
Small Guns	2		*(■ Tag Skill)*

HP	INITIATIVE	DEFENSE
13	12	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
220 lbs..	+1 🎲	-

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
2 (Torso); 2 (Head)	2 (Torso); 1 (Head)	0	0

ATTACKS

- **UNARMED STRIKE: STR + Unarmed** (TN 9), 3 🎲 Physical damage
- **JAVELIN: AGI + Throwing** (TN 9), 4 🎲 Piercing 1 Physical damage, Suppressed, Throwing, Range M
- **MACHETE: STR + Melee Weapons** (TN 11), 3 🎲 Piercing Physical damage

SPECIAL ABILITIES

- **FORGOTTEN TACTICS:** Caesar studied the ancient and forgotten arts of war and taught those he deems useful to his Legion. Once per combat, at the start of their turn, the legionary may spend 1 AP to attack a Javelin as a minor action.
- **THE PRICE OF DISOBEDIENCE:** Even the lowliest recruit has been indoctrinated into the Legion. The only choice left to them: when and where they will die for Caesar. Unless no higher-ranking members of the Legion remain in a scene, the recruit legionary will not run and cannot be persuaded, as they know the price of disobedience.

INVENTORY

Legionary Recruit Chest Armor, Legionary Recruit Helmet , Javelin, Machete, Wealth 1

VETERAN LEGIONARY

Veterans of Caesar's campaign, these soldiers make up the bulk of the Legion. They are well-trained and equipped with the ruthless efficiency only battlefield experience can bring—they are truly a force to be reckoned with.

Level 8, Human, Normal Character (60 XP)

S	P	E	C	I	A	L
7	6	7	4	4	7	4

SKILLS

Athletics	3	Throwing ■	4
Melee Weapons ■	4	Unarmed	3
Small Guns	2	*(■ Tag Skill)*	

HP	INITIATIVE	DEFENSE
15	13	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
220 lbs..	+1 ⚀	-

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
4 (Torso); 3 (Head, Legs); 2 (Arms)	3 (Torso); 2 (Head, Legs); 1 (Arms)	0	0

ATTACKS

- **POWER FIST: STR + Unarmed** (TN 10), 5 ⚀ Stun Physical damage
- **JAVELIN: AGI + Throwing** (TN 11), 4 ⚀ Piercing 1 Physical damage, Suppressed, Throwing, Range M
- **ASSAULT RIFLE: AGI + Small Guns** (TN 9), 5 ⚀ Burst Physical damage, Fire Rate 2, Range M

SPECIAL ABILITIES

- **FORGOTTEN TACTICS:** Caesar studied the ancient and forgotten arts of war and taught those he deems useful to his legion. Once per combat, at the start of their turn, the legionary may spend 1 AP to attack with a Javelin attack as a minor action.
- **LET RIP:** Once per combat, the veteran legionary may 'let rip' with a volley from their Assault Rifle. This adds the weapon's Fire Rate of 2 to the weapon's damage for a single attack (for 7 ⚀ total).
- **FOR THE LEGION:** MIlitary order is beaten into every member of the Legion. As a major action, the veteran legionary may order any lower-level member of the Legion within Close range to immediately take a major action.

INVENTORY

Full Set of Legionary Armor, Javelin, Power Fist, Assault Rifle, 8 + 4 ⚀ 5.56 ammo, Wealth 2

> "BUT REALLY, AS LONG AS YOU DON'T HELP OUT THE LEGION, ANYTHING'S BETTER THAN THAT."
>
> ARCADE GANNON

CENTURION

In command of 80 legionaries, the centurions are fanatically loyal to Caesar, ensuring that they, and all their men, carry out Caesar's commands or die trying. Centurions are easily identifiable by their armor and plumed helms, each adorned with trophies taken on the battlefield. It is not unusual to see centurions sporting Power Armor pieces or super mutant armor. The feat of defeating these foes hammered home by the fact that no legionary wears a Power Armor frame and must support these armor pieces with their strength alone.

Level 10, Human, Notable Character (148 XP)

S	P	E	C	I	A	L
8	6	7	6	6	8	6

SKILLS

Athletics	4	Throwing ■	5
Melee Weapons ■	5	Unarmed	4
Small Guns ■	4	*(■ Tag Skill)*	

HP	INITIATIVE	DEFENSE
23	16	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
230 lbs.	+1 🎲	3

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
5 (Head, Torso); 4 (Arm, Leg)	4 (Head, Torso); 3 (Leg); 2 (Arm)	0	0

ATTACKS

- **UNARMED STRIKE: STR + Unarmed** (TN 12), 3 🎲 Physical damage
- **JAVELIN: AGI + Throwing** (TN 11), 4 🎲 Piercing 1 Physical damage, Suppressed, Throwing, Range M
- **THERMIC LANCE: STR + Melee** (TN 13), 7 🎲 Piecing 1, Stun Energy damage, Recoil (7), Parry, Two-Handed

ATTACKS

- **ANTI-MATERIAL RIFLE: AGI + Small Guns** (TN 12), 8 🎲 Vicious Physical damage, Fire Rate 0, Range L, Two-handed, Reliable, Recoil (8)

SPECIAL ABILITIES

- **FANATCAL LOYALTY:** Centurions are fanatically loyal to Caesar and his ideals, they cannot be persuaded or reasoned with by anyone the Legion regards as "in Damnatio Memoria"
- **FORGOTTEN TACTICS:** Caesar studied the ancient and forgotten arts of war and taught those he deems useful to his Legion. Once per combat, at the start of their turn, a centurion may spend 1 AP to attack with a Javelin as a minor action.
- **FOR THE LEGION:** MIlitary order is beaten into every member of the Legion. As a major action, the centurion may order any lower-level member of the Legion within Medium range to immediately take a major action.

INVENTORY

Full set of Legionary Centurion Amor, Thermic Lance, Javelin, Anti-Material Rifle, 4 + 2 🎲 .50 Ammo, Wealth 2

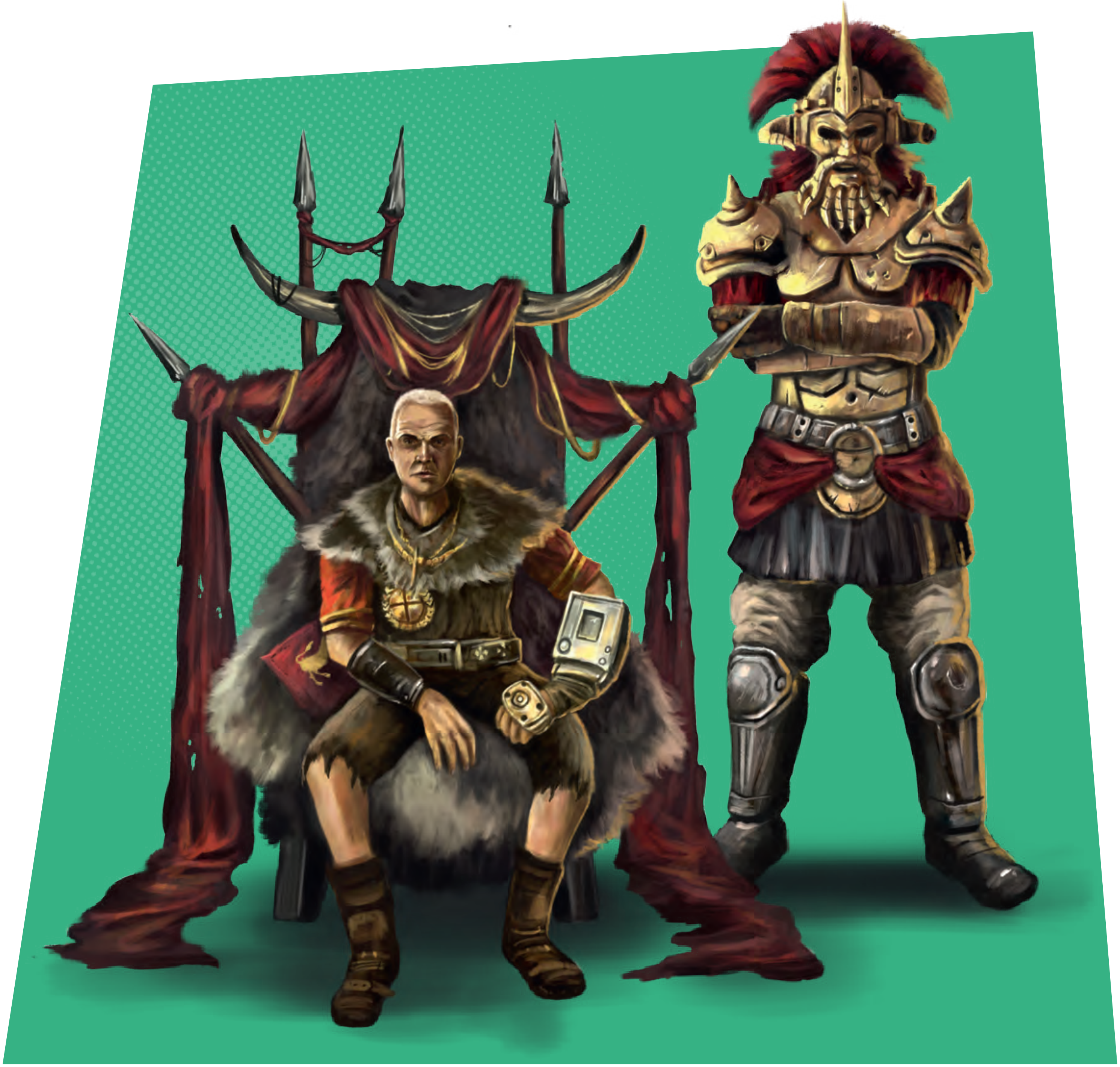
THERMIC LANCE

NAME	WEAPON TYPE	DAMAGE RATING	DAMAGE EFFECTS	DAMAGE TYPE	QUALITIES	WEIGHT	COST	RARITY
Thermic Lance	Melee Weapon	6 🎲	Piercing 1, Stun	Energy	Recoil (7), Parry, Two-handed	20	150	4

LEGATE LANIUS

More myth than man, Legate Lanius is Caesar's second in command and heir apparent after the fall of Joshua Graham, Malpais Legate. The stories surrounding Legate Lanius are many and varied, ranging from him having been raised a slave and working his way through the ranks to Legate on pure bloodlust and ferocity, to how he killed his tribe's elders when they dared to surrender to Caesar rather than fight to the last. Whichever story you believe, there is no denying that he is a bloodthirsty and cruel leader who will stop at nothing to achieve victory. Lanius and Caesar weaponize Lanius' life as a myth to achieve their goals.

Level 15, Human, Major Character (327 XP)



S	P	E	C	I	A	L
10	7	9	8	7	8	8

SKILLS			
Athletics	5	Survival	2
Melee Weapons ■	5	Throwing ■	5
Small Guns ■	5	Unarmed	4
Speech ■	4		*(■ Tag Skill)*

HP	INITIATIVE	DEFENSE
40	19	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
250 lbs.	+2 🎲	8

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
5 (Head, Torso); 4 (Arm, Leg)	5 (Head); 4 (Torso); 3 (Leg); 2 (Arm)	3 (Head)	3 (Head)

ATTACKS

- **BLADE OF THE EAST: STR + Melee Weapons** (TN 15), 10 🎲 Piercing 1 Physical damage, Recoil (7), Two-handed
- **9MM PISTOL: AGI + Small Guns** (TN 13), 3 🎲 Physical damage, Close Quarters, Concealed, Reliable, Fire Rate 2, Range C
- **JAVELIN: AGI + Throwing** (TN 13) 4 🎲 Piecing 1 Physical damage, Suppressed, Throwing, Range M

SPECIAL ABILITIES

- **BY ANY MEANS:** Legate Lanius is fanatically loyal to Caesar and Caesar alone, he cannot be persuaded or reasoned with.
- **FORGOTTEN TACTICS:** Caesar studied the ancient and forgotten arts of war and taught those he deems useful to his Legion. Once per combat, at the start of their turn Legate Lanius may make a Javelin attack without expending an action.
- **FOR CAESAR:** Legate Lanius Is feared by every member of the Legion, bar Caesar himself. As a minor action, Legate Lanius may order any lower-level member of the Legion within Medium range to immediately take a major action.
- **LET RIP:** Legate Lanius may 'let rip' with a volley from his 9mm Pistol. This adds the weapon's Fire Rate of 2 to the weapon's damage for a single attack (for 5 🎲 total).
- **RAGE HEAL:** Legate Lanius is driven by fury and adrenaline and needs to be put down quickly or it'll quickly shake off any damage it suffers. He heals 3 HP at the start of each of his turns. When Legate Lanius mutates, he immediately heals his health points back to his maximum HP.

INVENTORY

Blade of the East (Mighty), Legatus Helmet, Legionary Centurion Armor Chest, Legs and Arms, 9mm Pistol, 10+ 5 🎲 9mm ammo. Wealth 3

> "CAESAR'S WILL IS THE WILL OF THE LEGION. AND THE WEST... ALL BENEATH THE FLAG OF THE GREAT BEAR EXIST TO TEST THE STRENGTH OF THE LEGION."
>
> LEGATE LANIUS

CAESAR

Born Edward Sallow, a citizen of the New California Republic (NCR) and member of the Followers of the Apocalypse. Edward learned much about the pre-War world from his time in the libraries of the Followers. It wasn't until after being captured by the Blackfoot tribe and seeing their primitive ways of making war that Edward realized the use of his knowledge. Unwilling to leave his companion, Joshua Graham's in the hands of these soon-to-be conquered savages, Edward taught them the ways of total war. Gaining victory with his tactics, the Blackfoots soon regarded him as their leader. Taking the name of 'Caesar' for himself, he reshaped the tribes under his command into his new Legion, modeled on the ancient Roman army. Following his namesake's conquest of Gaul, he began his campaign to bring Pax Romana to the post-apocalyptic world.

Absorbing any defeated tribe he deemed of worth, Caesar soon stood at the head of a vast nomadic army until he reached his Rubicon—the Colorado River.

The Legion's first foray across the Hoover Dam ended in defeat and retreat. Caesar's second, Graham, now Malpais Legate, was set aflame and cast himself into the Grand Canyon for his failure. Caesar amassed his forces on the eastern side of Hoover Dam, planned to defeat the NCR, and hoped to establish his new empire with New Vegas as his New Rome.

Level 20, Human, Major Character (432 XP)

> "IN ROME, I FOUND A TEMPLATE FOR A SOCIETY EQUAL TO THE CHALLENGES OF THE POST-APOCALYPTIC WORLD"
>
> – CAESAR

S	P	E	C	I	A	L
8	8	8	10	10	7	8

SKILLS			
Athletics	4	Small Guns	5
Barter	5	Speech ■	5
Melee Weapons	4	Survival ■	5
Science ■	5	Unarmed ■	5

(■ Tag Skill)

HP	INITIATIVE	DEFENSE
44	19	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
230 lbs.	+1 🎲	8

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
2 (Torso, Arms, Legs)	2 (Torso, Arms, Legs)	0	0

ATTACKS

- **DISPLACER GLOVE: STR + Unarmed** (TN 13), 7 🎲 Stun, Piercing 1 Physical damage
- **9MM PISTOL: AGI + Small Guns** (TN 12), 3 🎲 Physical damage, Close Quarters, Concealed, Reliable, Fire Rate 2, Range C

SPECIAL ABILITIES

- **RENDER UNTO CAESAR:** Caesar is a ruthless and, in his own way, persuasive leader. He generates one success for any **Barter** or **Speech** test.
- **FOR CAESAR:** Caesar Is loved and feared by every member of his Legion. As a minor action, Caesar may order any lower-level member of the Legion within Long range to immediately take a major action.
- **LET RIP:** Caesar may 'let rip' with a volley from their 9mm Pistol. This adds the weapon's Fire Rate of 2 to the weapon's damage for a single attack (for 5 🎲 total).
- **TYRANT:** Caesar utterly dominates any member of his Legion. Caesar is accompanied by three Centurions who act as his honor guard. When Caeser mutates, three additional Centurions enter the scene, rushing to their leader's aid.

INVENTORY

Caesar's Outfit, Dispatcher Glove, 9mm Pistol, 10+ 5 🎲 9mm ammo. Wealth 3

RAIDERS

Many raider gangs feature gimmicks or motifs representing anything from their beliefs, obsessions, or modus operandi. Take the Rust Devils' obsession with customized refurbished robots or the Forged and their fixations with metal forges and "honing themselves into an edge." Some raiders don't form gangs but small cliques like Trappers from Mount Desert Island. Raider groups come in various permutations, but all seek to survive the Wasteland using whatever tools, weapons, or skills available to them.

FORGED

Few in the Commonwealth are sturdy enough to make it past the punishing trials required to be a Forged member, but these raiders managed it. Whether these raiders joined upon hearing of the gang's victory over the Gunners or were members from long before, they emerge sturdy and reliable. Whatever the circumstances or recruitment, they all live according to the tenants set out by Slag. Whether they believe them or not is irrelevant, as they know death is the only thing provided to nonbelievers.

Level 8, Human Raider, Normal Character (60 XP)

S	P	E	C	I	A	L
7	6	7	4	5	6	4

SKILLS			
Athletics	2	Sneak	1
Big Guns	3	Speech	1
Energy Weapons ■	4	Survival ■	3
Medicine	1	Throwing	1
Melee Weapons ■	3		*(■ Tag Skill)*

HP	INITIATIVE	DEFENSE
15	12	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
220 lbs.	+1 🎲	-

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
2 (All)	2 (All)	0	0

ATTACKS

- **LASER PISTOL: PER + Energy Weapons** (TN 10), 4 🎲 Piercing 1 Energy damage, Fire Rate 2, Range C, Close Quarters

ATTACKS

- **FLAMER: END + Big Guns** (TN 10), 3 🎲 Burst, Persistent, Spread, Energy damage, Fire Rate 4, Range C, Debilitating, Inaccurate, Two-Handed
- **SLEDGEHAMMER: STR + Melee Weapons** (TN 10), 6 🎲 Physical damage

SPECIAL ABILITIES

- **FORGED IN FIRE:** The Forged had to go through grueling trials to make it into the gang and knows death is the only way out. The Forged gains 1 extra tag skill and cannot be persuaded to act against the gang's interest.
- **LET RIP:** Once per combat, the Forged may 'let rip' with a volley from their Laser Pistol or Flamer. This adds the weapon's Fire Rate of 2 or 4 to the weapon's damage for a single attack (for a total of 6 🎲 for the laser pistol, or 7 🎲 for the flamer). The Flamer may additionally use the Burst quality 'for free' without spending additional ammunition.

INVENTORY

Spike Armor, Sledgehammer, Flamer or Laser Pistol, Wealth 1

Forged Equipment Rank Up

As a Forged member climbs the hierarchy of the gang, some gain access to better equipment and special privileges. When creating a Notable Forged NPC, they gain Cage Armor and a Super Sledge as equipment along with an upgrade to their Laser Pistol or Flamer.

SLAG

Leader of the Forged, Slag is a fanatic. A trait he has fostered and harbored in his gang, spreading his worship of fire and iron. He leads his gang fiercely, overseeing the trials required for membership and dolling out punishments to those he deems weak amongst his ranks. He aims to hone the gang like a finely edged sword and smelt down any imperfections, feeding them to the flames of his forge.

Level 11, Human Raider, Major Character (243 XP)

S	P	E	C	I	A	L
11	9	9	8	7	8	6

SKILLS			
Athletics	2	Repair	1
Big Guns	2	Speech ■	5
Energy Weapons ■	4	Survival ■	5
Melee Weapons ■	4	Throwing	2
Pilot	1		*(■ Tag Skill)*

HP	INITIATIVE	DEFENSE
32 (14 Torso, 7 Arms, 7 Legs)	21	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
260 lbs.	+3 🎲	6

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
8 (Torso); 4 (Arms, Legs)	7 (Torso); 3 (Arms, Legs)	9 (Torso); 7 (Arms, Legs)	0

ATTACKS

- **SHISHKEBAB: STR + Melee Weapons** (TN 15), 5 🎲 Piercing 1 Energy damage, Parry
- **LASER PISTOL: PER + Energy Weapons** (TN 13), 4 🎲 Piercing, Vicious Energy damage, Fire Rate 2, Range C
- **FRAG GRENADE: AGI + Thrown** (TN 10), 6 🎲 Physical damage, Blast, Throwing, Range M

SPECIAL ABILITIES

- **POWER ARMOR:** Slag wears enhanced Power Armor. He uses the armor's STR of 11 instead of his own. He is immune to damage from falling and inflicts 3 🎲 damage to all creatures within reach of their landing. He can breathe underwater and in toxic environments.

SPECIAL ABILITIES

- **LET RIP:** Once per combat, Slag may 'let rip' with a volley from his Laser Pistol. This adds the weapon's Fire Rate of 2 to the weapon's damage for a single attack (for 6 🎲 total).
- **ACTION PACKED:** Slag is driven and motivated and takes matters into their own hands. They begin each scene with a personal pool of 4 AP points, which he may spend instead of drawing from other scores.
- **FANATIC:** Slag is a man of conviction and passion, and he is also persuasive and intimating. As a minor action, Slag may spend 2 AP and perform an opposed Speech test against an enemy that can hear him. If Slag succeeds the target must move away from him on their next turn.

INVENTORY

Power Armor Frame, Raider Power Armor Arms, Raider Power Armor Legs, T-45 Chest Piece, Shishkebab, Frag Grenade x2, Wealth 2

TRAPPER

Constantly exposed to low-level radiation, a Trapper's mind slowly dwindles, their thoughts addled by the now ever-present fog. Violent and aggressive, they now attack anything on sight, standing in stark contrast to their past, where slowly stalking animals for their rare coats was the norm. Though their armor is more suited to fighting beasts and birds, they carry powerful hunting rifles to ensure their target goes down quickly. Though they prefer their stalking clothes, some trappers opt for leather or simple metal armor for increased defense, sacrificing stealth for durability.

Level 3, Human, Raider Normal (24 XP)

S	P	E	C	I	A	L
6	5	6	4	5	7	4

SKILLS			
Athletics	1	Sneak ■	2
Lockpick	1	Survival	2
Medicine	1	Throwing	1
Melee Weapons	1	Unarmed	1
Small Guns ■	2	*(■ Tag Skill)*	

HP	INITIATIVE	DEFENSE
9	12	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
210 lbs.	-	-

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
2 (Torso, Legs, Arms)	2 (Torso, Legs, Arms)	1 (All)	0

ATTACKS

- **UNARMED: STR + Unarmed** (TN 7), 2 🎲 Physical damage
- **HUNTING RIFLE: AGI + Small Guns** (TN 9), 6 🎲 Piercing 1 Physical damage, Fire Rate 0, Range M, Two-Handed

SPECIAL ABILITIES

- **SHADOWED:** A trapper's clothing blends in with the surrounding area and makes them harder to spot, the trapper may re-roll 1d20 on any Sneak test they attempt while in dim light or darkness.

INVENTORY

Hunting Rifle, Hunter's Pelt Outfit, Hunters Hood, Wealth 1

> "THIS IS ELLIE PERKINS FROM VALENTINE'S DETECTIVE AGENCY WITH A MESSAGE FOR NICK'S PARTNER..."
>
> ELLIE PERKINS

STALKING TRAPPER

These trappers carry powerful weapons and wield them with mixed proficiency. Some carry harpoon guns, colossal weapons once affixed to ships for hunting large fish. By modifying their cases, they allow them to be carried with two hands, and though this has led to some loss in strength, they are still devastating. Other trappers carry lever action rifles, accurate and reliable; they are the perfect weapon for a hunter.

Level 7, Human Raider, Normal Character (52 XP)

S	P	E	C	I	A	L
6	6	6	4	5	8	4

SKILLS			
Athletics	1	Small Guns ■	4
Big Guns	1	Sneak ■	3
Lockpick	1	Survival	2
Medicine	1	Throwing	1
Melee Weapons	1	Unarmed	1

(■ Tag Skill)

HP	INITIATIVE	DEFENSE
13	14	1

CARRY WEIGHT	MELEE BONUS	LUCK POINTS
210 lbs	0	0

PHYS. DR	ENERGY DR	RAD. DR	POISON DR
2 (Torso, Legs, Arms)	2 (Torso, Legs, Arms)	1 (All)	0 (All)

ATTACKS

- **UNARMED: STR + Unarmed** (TN 7) 2 🎲 Physical damage
- **LEVER ACTION RIFLE: AGI + Small Guns** (TN 12) 7 🎲 Piercing 1 Physical damage, Fire Rate 0, Range M, Two-Handed
- **HARPOON GUN: END + Big Guns** (TN 7) 12 🎲 Piercing 1 Physical damage, Fire Rate 0, range M, Debilitating, Inaccurate, Two-Handed

SPECIAL ABILITIES

- **SHADOWED:** A trapper's clothing blends in with the surrounding aria and makes them harder to spot. The stalking trapper may re-roll 1d20 on any Sneak test they attempt while in dim light or darkness.

INVENTORY

Harpoon Gun or Lever Action Rifle, Hunter's Pelt Outfit, Hunters Hood, Wealth 1

HARPOON GUN

NAME	WEAPON TYPE	DAMAGE RATING	DAMAGE EFFECTS	DAMAGE TYPE	FIRE RATE	RANGE	QUALITIES	WEIGHT	COST	RARITY
Harpoon Gun	Big Guns	12 🎲	Piercing 1	Physical	0	M	Debilitating, Inaccurate, Two-Handed	16	120	5

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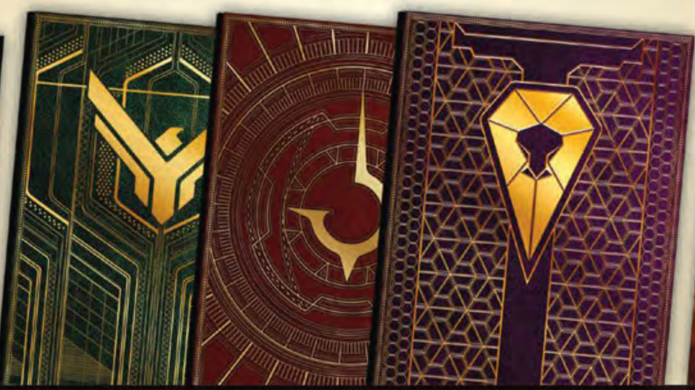

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SETTLEMENT NAME

PEOPLE	FOOD	WATER	POWER	DEFENSE	BEDS

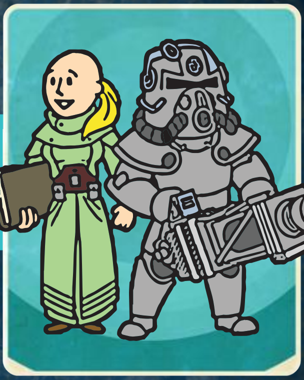
WANDERERS AND JOBS

STOCKPILE	QUANTITY

STRUCTURES AND ROOMS

NOTES

Explore The Unknown



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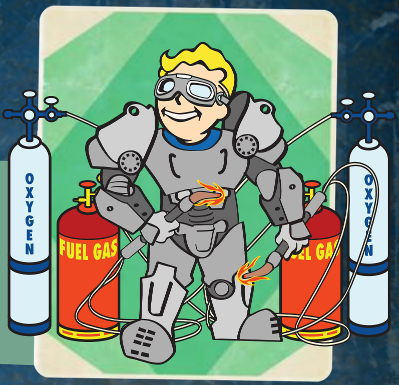

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